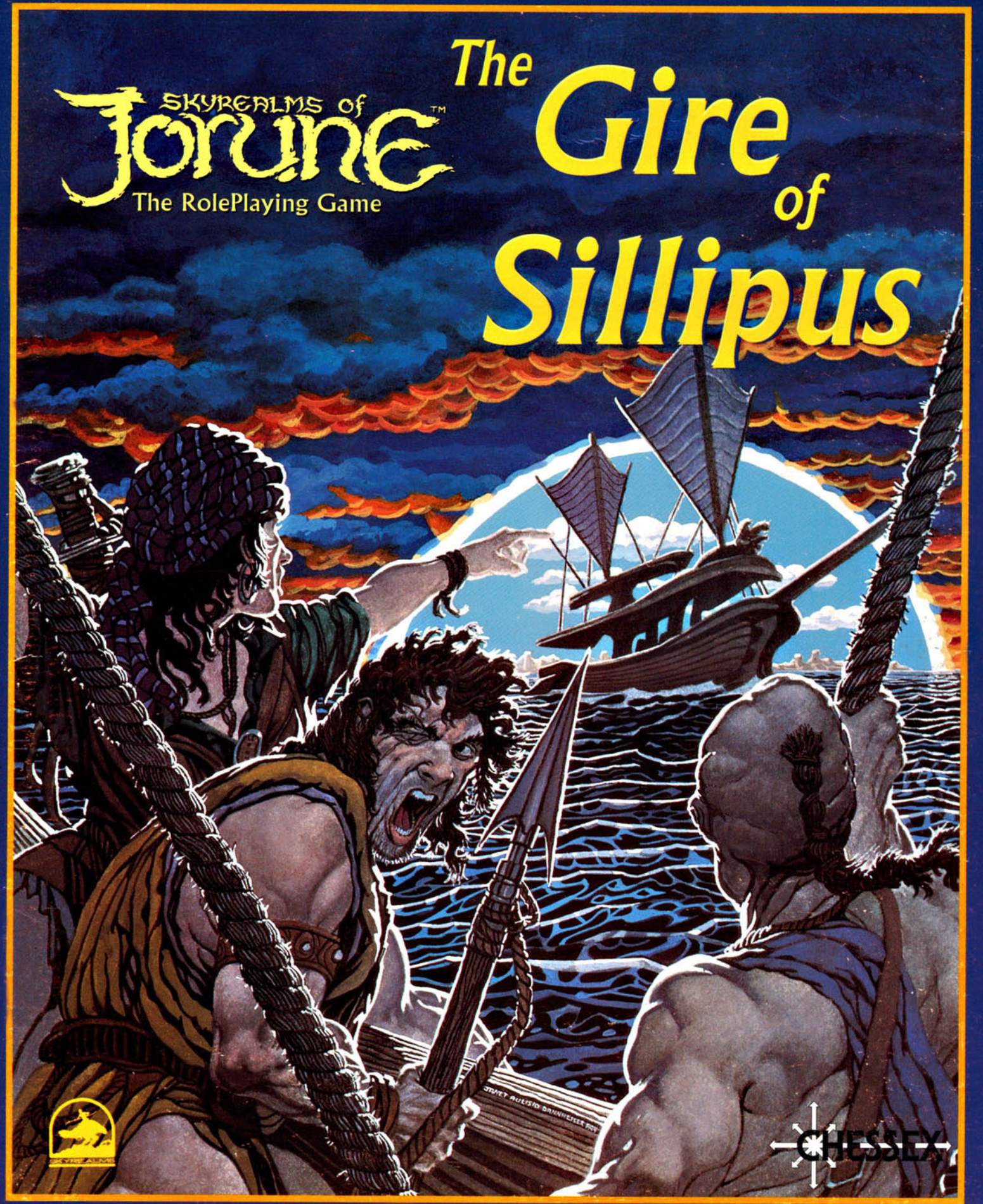
SRP 2101

SOURCEBOOK

SKYREALMS OF JORUNE™

The RolePlaying Game

The Gire of Sillipus



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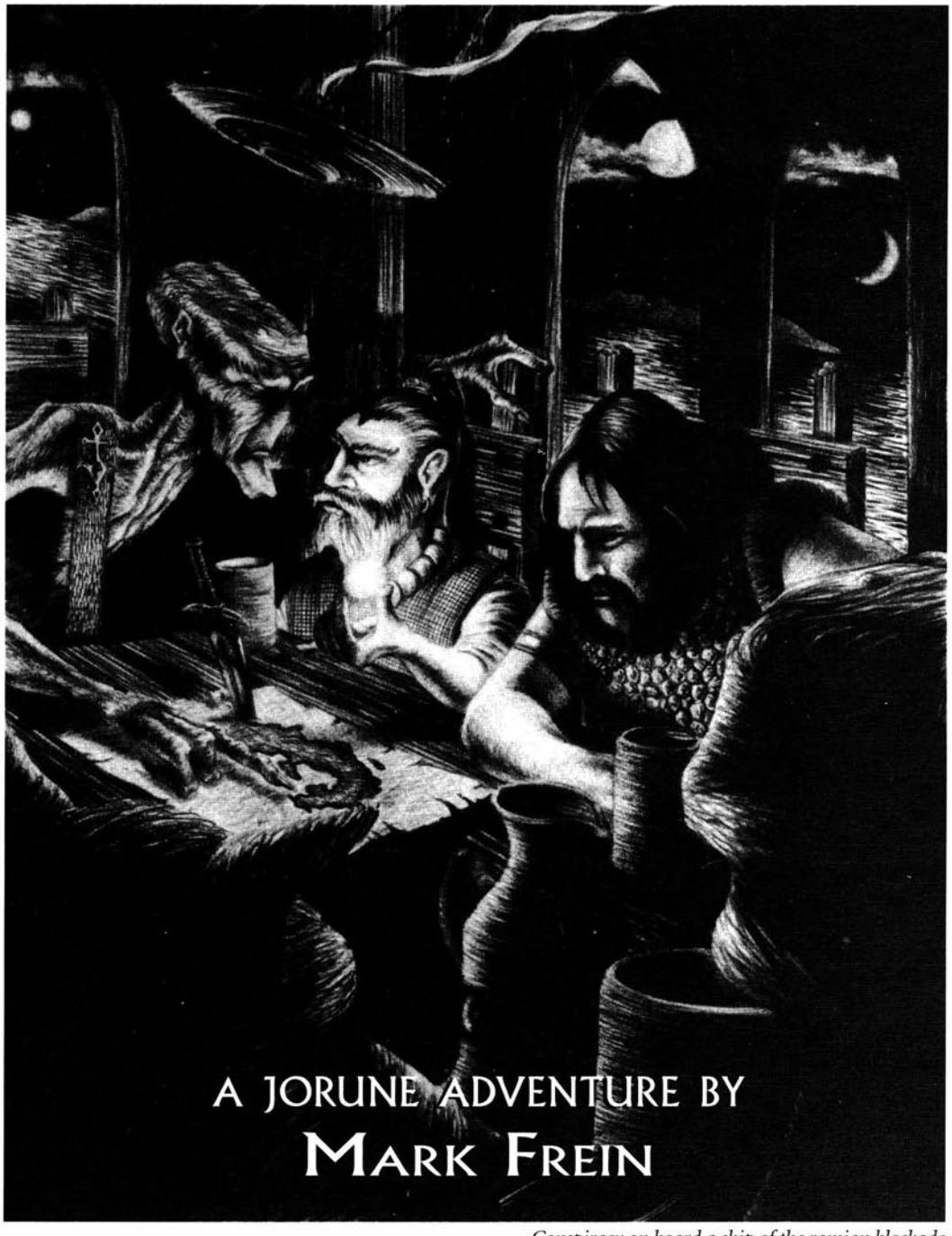
The Gire of Sillipus



Conspiracy on board a ship of the ramian blockade

For use with

SKYREALMS of JORUNE™
The RolePlaying Game, Third Edition

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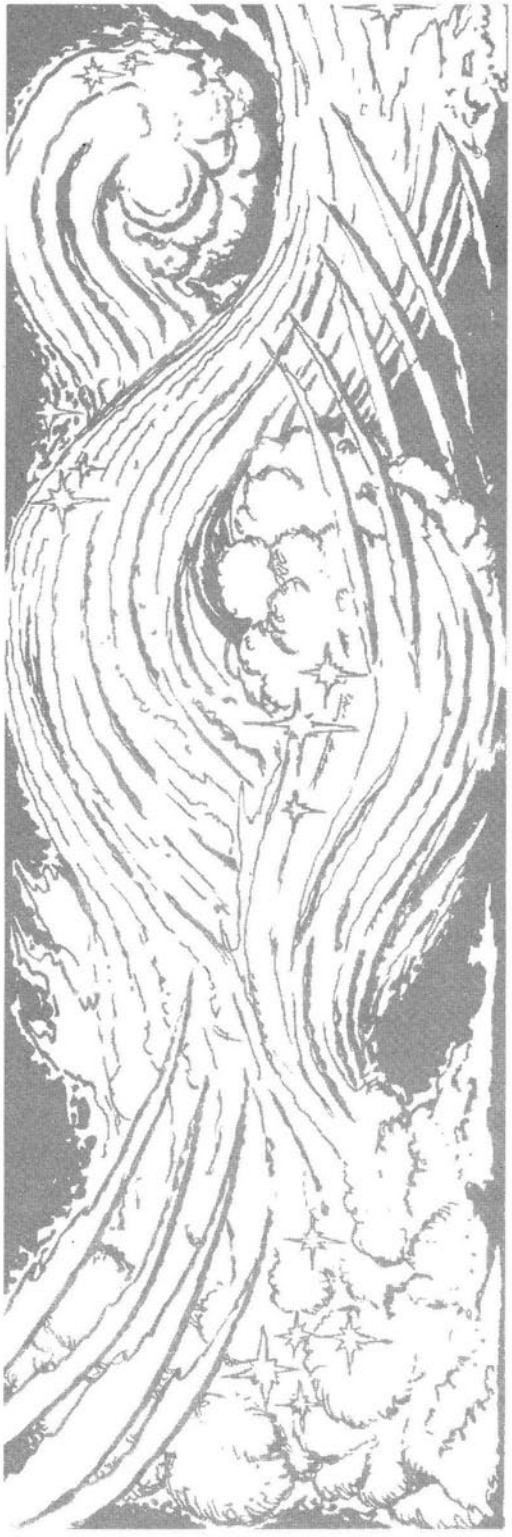

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INTRODUCTION

THE DARK SIDE OF JORUNE

Jorune was originally designed as a counterpoint to the dark side of fantasy gaming. Where other games spend most of their time in underground mazes or fantastic castles, Jorune adventurers travel to distant places and reveal more of the planet's mysterious past in the hope of creating a better future. Jorune adventurers were intended to live in light: to retrieve the lost past, to drive back the hordes of ramian and crugar, to return the secrets of the lost human technology to the service of the future.

But light without dark has no meaning. Here and there hints were given that the civilizations separated from Burdoth might be – shall we say "unenlightened?" There were stories of the Thantierian suppression and extermination of the mutant and Iscin races. There were passing references to slavery. Lucrative trading routes for Jasp were built on failed missions and the bodies of piracy victims – at sea and in the air. The ramian pirate heroes of Voligire – the Gire – were the most visible of a dark underculture of pirates of all races.

Sillipus was described as a land that is so contaminated, a mere stop in a port of Sillipus may be enough to endanger any tauther's quest for drennship. Experienced travelers would advise your players to not mention such a visit.

I deal with a challenging group of gamers. When offered a choice between a skyrealm with abundant luxury or a dark forest where they suffer damage from a variety of sharp and blunt objects, they have been off to the forest faster than a scarmis could say, "Please wet me down."

When Mark Frein sent the outline for *The Gire of Sillipus*, we were delighted. He had created a storyline that served the purpose of revealing more about the people of Jorune and the functioning of one of the planet's least understood societies.

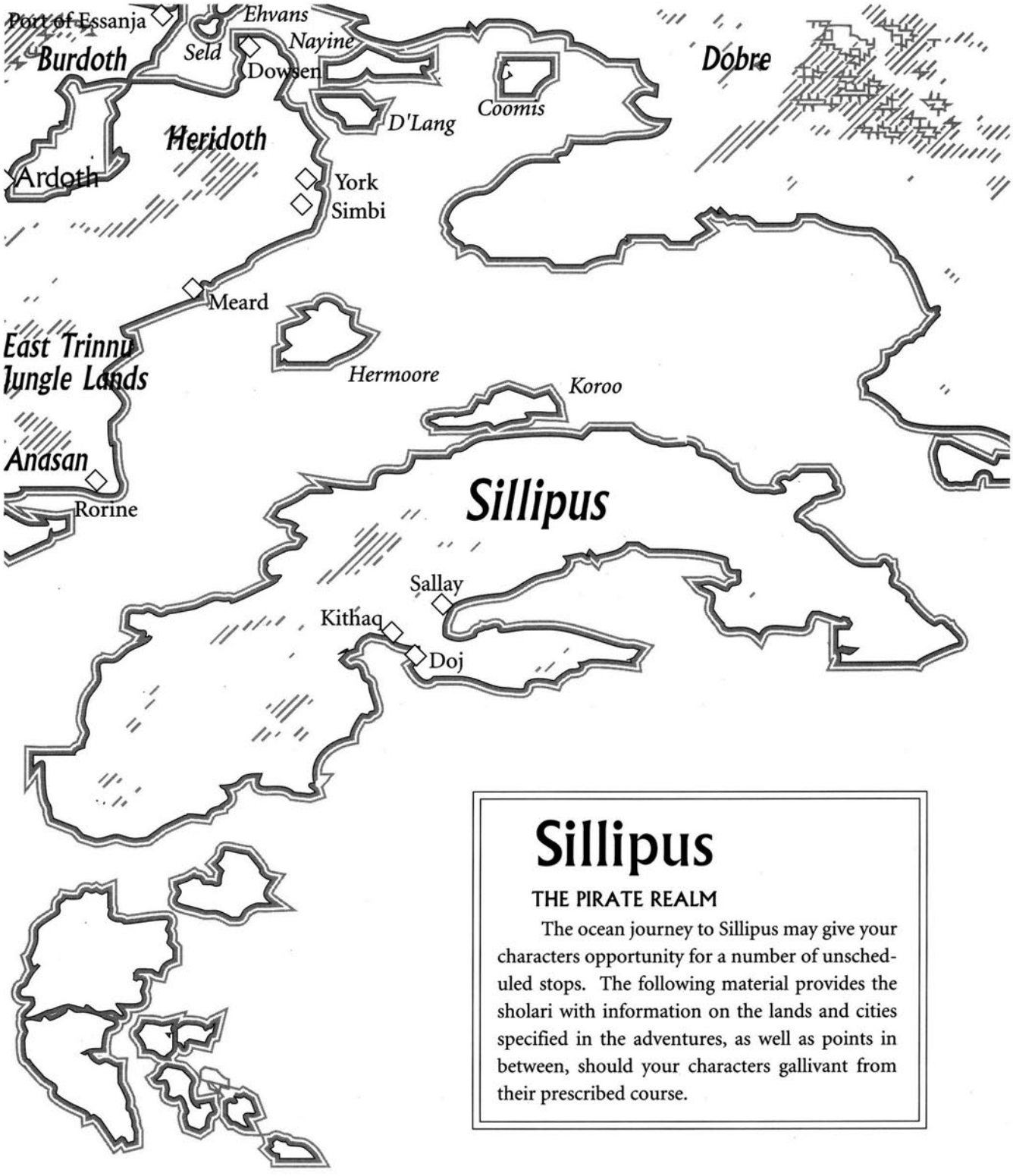
And he did it with flair.

We hope you and your group enjoy the intrigue and danger present in *The Gire of Sillipus*. As always, we hope you can take a few moments to share some of the unique twists your group offers the story.

Joseph Steven Coleman
Richmond, California
June 1994

THE GIRE OF SILLIPUS

THE SHOLARI'S RESOURCES



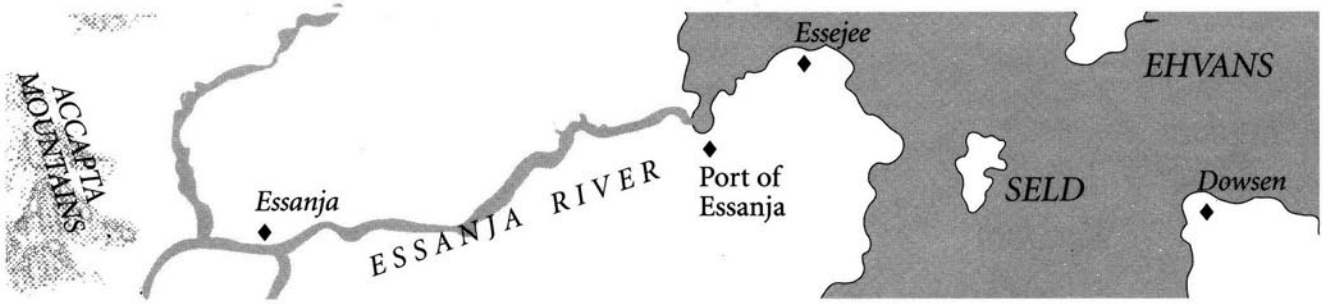
Sillipus

THE PIRATE REALM

The ocean journey to Sillipus may give your characters opportunity for a number of unscheduled stops. The following material provides the sholari with information on the lands and cities specified in the adventures, as well as points in between, should your characters gallivant from their prescribed course.

FROM ARDOTH TO SILLIPUS

The Gire of Sillipus begins in the Burdothian capital of Ardoth, travels to Port of Essanja, then travels along the eastern shores of Heridoth and Anasan to the great island of Sillipus. Maps and information for Ardoth can be found in Third Edition.



The Essanja

The Essanja is a region of plains and hills on Burdoth's eastern coast that is cut off from the rest of the realm by the Accaptas Mountain range. The Essanja River cuts through the plains, channeling the runoff from the mountains to the Sychill Sea. At this river entrance lies Port of Essanja, established in the last hundred years to transport supplies up and down the river to a base located at the foot of the mountains.

A powerful Dharsage military installation operates in the valleys of the Accaptas, harboring supplies of Earth-tec aboard a skyrealm located there.

The area around the Accaptas is mainly grassland; the occasional forests are not very dense. Heavy crith rainfall floods the valleys and turns the many small brooks and streams into unpassable, torrential rivers. Hilltops are safer and drier. Thousands of humans, muadra and boccord inhabit small farming villages on the province's southwest edge, below the corastin but north of Polpedroth. Though the land here is not especially fertile, the people make due with stubby coditch husks, bitter birch-bulbs, shrivelled durlig roots, and acrid simra-vintch leaves.

Domesticated talmaron are a benefit of The Essanja afforded to the people who endure the hostility of the other animal life in the region. Slutch can also be found in The Essanja. Their hard shells are considered valuable, especially by the people of Essejee. Slutch shells are used for jewelry and ornamentation. Naval officers of Essejee wear sailing hats made with slutch shell.

The original people of the plains were the Essles, who dominated the region from the Sobay plain to The Essanja. The more adventurous of these early settlers eventually left The Essanja via talmaron for the Laird Mountains in Sychill. Those who remained called themselves the "Jar'hars", and are remembered by the people of Ardis' east coast as the barbarian hordes that were beaten back time and time again. Eventually returning to The Essanja, they formed what is today the city of Essanja. Since the early days of these plains, the large populaton of duradon have dwindled and almost disappeared from the majority of the province, although some nests can be found in the tumbernaw along the western edge of the province.

The entire province of The Essanja was named after the Essles and their primary city. When the Jar'hars separated from the other Essle groups and took their new tribal name, their failure at controlling the southeastern coasts near Ardoth led to the change from a barbarian horde of nomadic warriors into a stable population of regional hunters and gatherers.

Essanja

The city of Essanja is based north of the point where the three branches of the Essanja River come together, Calpy, Essan and Dertha (from north to south). Most buildings follow the old-style below-ground architecture, but now that the duradon populations have fallen, above-ground housing is under construction. The present attitude of the Essanjans is that this practice is trendy and unsafe. Should duradon populations rise, such constructions will surely suffer the worst. To better endure their moist, submerged existences, each Essanjan home is equipped with at least one stone fire-

house fueled by the dirt from Essanja's eastern sea board. Essanjan burning dirt is rich loam with compressed vegetable matter. This dirt is imported to Essanja for its slow but hot burning properties.

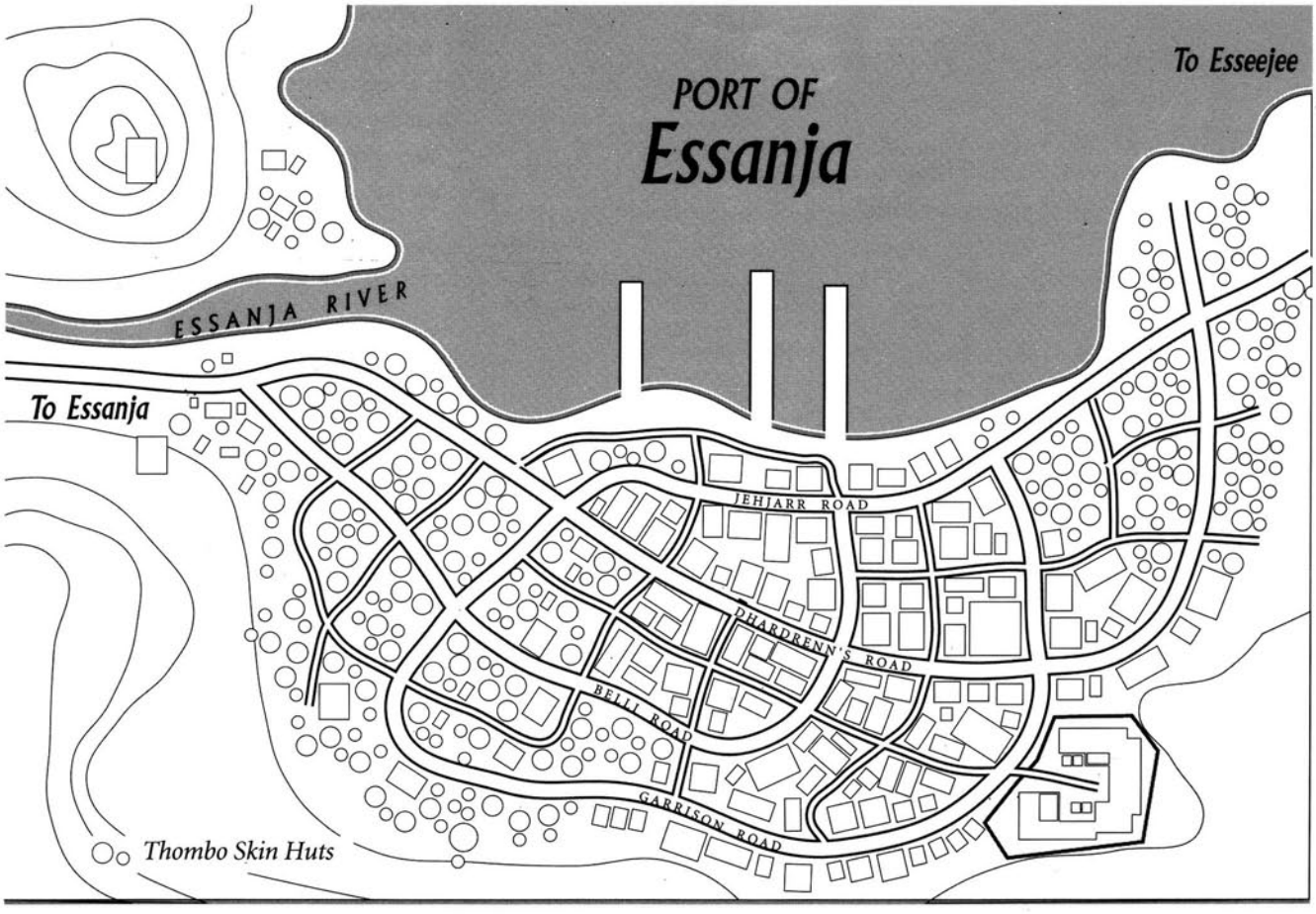
When the Dharsage's men first investigated The Essanja in 3189, they found the people struggling but managing to survive. The army intended to establish a small installation near the base of the Accaptas Mountains. Though no tactics of intimidation were employed, the Essanjans reacted impulsively and drove whole herds of thombos out of the area to the west. Many of these creatures fell into the Essanja River, where they were drawn downstream and out to sea, generating notice by the Essejeans, who took these floating carcasses as a bad omen.

The Dharsage has recently attempted to introduce the Essanjans to some of the Burdothian ways, with little success. A small kim has been established there, composed of Essanjan members, but their culture operates differently from Ardothian ideals. Essanjan society is based upon schools of pottery and digging. The lumpy clay ground found at the river's edge is excellent for making pots and other basic implements – unfortunately, the ground here does not burn and the Essanjan economy is drained by the necessary imports of fuel. Jars and jugs litter the streets and are used for barter. Birch-bulbs are occasionally eaten in Essanjan specialty dishes, but their harsh red color is better suited for painting pots.

Thombos take up a lot of room in Essanja. Though they are not permitted in the housing regions for fear that they might accidentally step into an Essanjan home, they roam most of the city, crushing misplaced pots and chewing on simra-vintch, which grows in abundance on the sides of the cracked stone pavings. Thombo skins are used to fill every need of the local people: clothing, roofing, furniture, walkways, and sidings for houses (a layer of protection between the dirt and the submerged home walls). Thombo bones are used as weapons here, though a good sword will surely crack through the best thombo thigh. The good balance of the thombo bone knives makes them popular items of barter with the local Dharsage forces.

Port of Essanja

Some 65 years ago it became necessary to build a port on the coast of the Essanja to facilitate the transport of supplies to the Dharsage's base of Delvine, located at the foothills of the Accaptas. A number of Essanjans were ordered downstream by the Dharsage to help construct the port. Now that



it has been built, the Essanjans who came to build it staff the port and live in quarters built for them by the garrison located in the Port of Essanja.

Located on moist, infertile ground, the air here smells dank and of rust. "Porter's faint" is common here, a disorder attributed by Essanjan superstition to shanthic demons.

The facilities at Port of Essanja are minor – there are docks for a few ships, barracks for a small garrison, grounded huts for the Essanjans, pits dug for fire-dirt, and a walkway to the scenic marshes to the south. Assignment here in the military is considered an indication of substandard performance. Essejee makes a thriving trade out of "Jaspian cure-herbs," which are supposed to relieve symptoms of everything from the common cold to locurian grenn. They sell their annual growth of this herb within weeks of harvest. In Port of Essanja, this paste is considered the only guarantee of health.

Heridoth

The realm of Heridoth has hosted countless wars for many hundreds of years. It now lies in a state of chaos and ruin, under no central leadership, with little chance of establishing itself as a world power. The realm is broken down into sections of provincial control.

Dowsen

This was the point of entry into western Heridoth for the Dobren and Lunderian forces during the Energy Weapons War. Though initially unfriendly to the bronth and woffen, the influx of trade introduced by these foreigners brought great prosperity to the city. The enthusiasm for new construction never diminished; the citizens of Dowsen were still rapidly building at the end of the war. The population has climbed to over 85,000 and is still rising.

Land and housing are inexpensive. Ardothians who have shed some of their jingositic feelings live inexpensively in Dowsen, enjoying luxury not possible in Ardoth. The waters off the coast are safe, warm and deep blue. The people of Monerey consider Burdothians who vacation in Dowsen to be traitors. A peeling sunburn is sometimes referred to as a "traitor's burn" by jealous Monerayans.

York

This powerful city once dominated Heridoth's entire eastern coastline. The Yorkni controlled this part of Heridoth until 3440, when Dobren vessels broke through the coastal garrisons and forced their way into the city of York. The battle raged in and around York, drawing heavily upon enthusiastic support of the Simbins. York lost conrol of Simbi as a result of the Klein-Khodre Accord, but is building power, perhaps in preparation for a future assault on Simbi.

Simbi

Simbi is an autonomous district south of York that has been occupied by Yorkni families for several centuries. Dobren attempts to liberate Simbi set the stage for the bronth entrance into the Energy Weapons War. At the war's end, York was still a powerful city, capable of continuing the battle, but Simbi was left in ruins and vulnerable to ſuture Yorkni actions.

Meard

This city of 43,000 has done its best for centuries to avoid subjugation under York. The plains and grasslands separating the two cities are referred to as the "Tahs", and have been the stage for countless battles between north and south. Meard is agriculturally stable, growing durlig and spiral-weed, which are exported to thivin enclaves to make an inexpensive type of clothing.

Meard's fishing fleets have traditionally headed south to avoid interaction with York's patrol vessels.

The Meardens speak in sharp, piercing vowels, a great contrast from the relaxed speech of the north. They have launched their own assaults north to York twice in the past, freeing Simbi on their approach. The Simbins are grateful for this, though their liberation each time has been short – each Mearden assault has been driven back by superior Yorkni forces.

Anasan

Anasan is dominated by woffen, but some humans, boccord and muadra also make Anasan their home. A sprinkling of other races can be found, but are far from the norm – and a crugar or cygra would cause a great commotion. The primary feature of Anasan is the tropical heat.

The main city of Rhodu is a dingy city with an active port. The wealth from trading seems to pass through without making anything near the impact the Anasani residents would like. Investments from Jasp have opened large construction yards over the past few years, for the fine salu chausis and crystal skyships of the Jaspian fleet. There is a surprisingly active Thriddle Center in Rhodu.

It is more likely that your players will stumble on the fishing village of Rorine, with an 85% woffen population and a few bronth, muadra and humans.

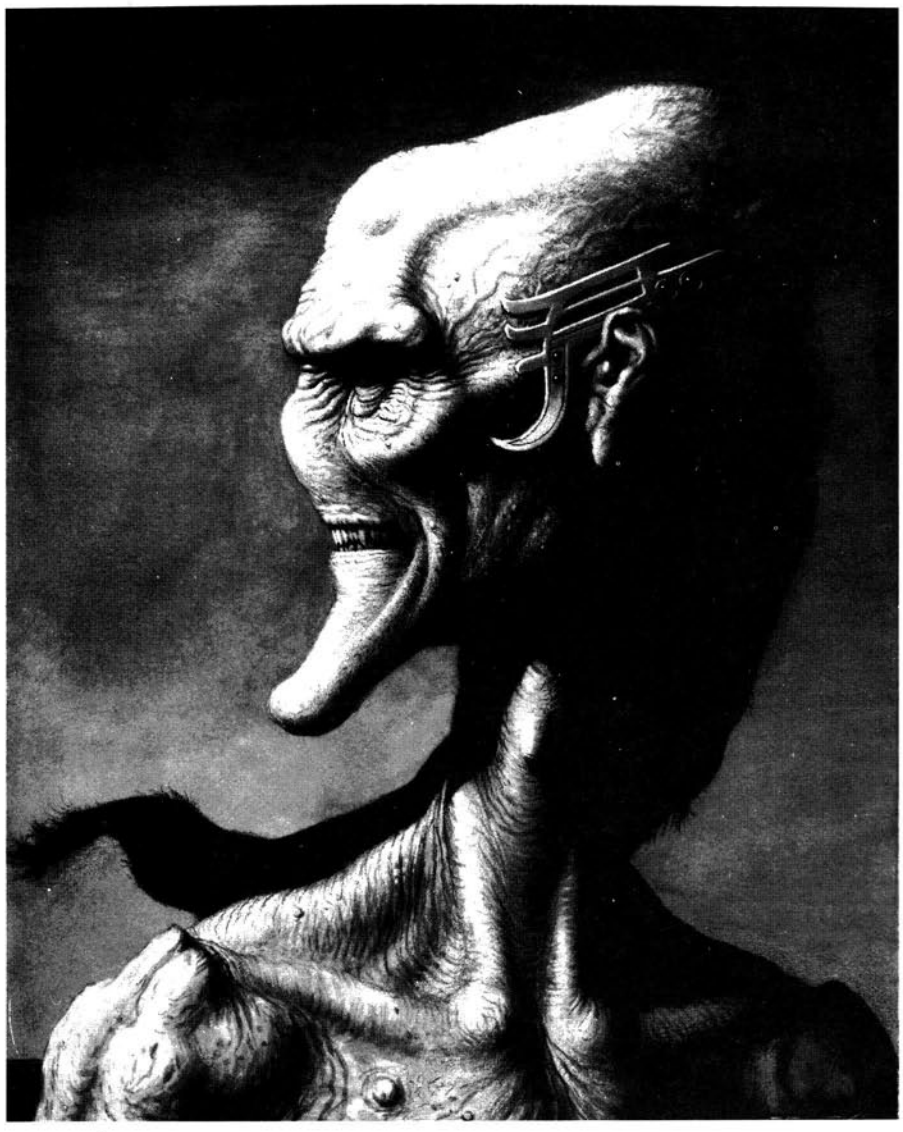
Islands off the Coasts of Dobre and Burdoth

Ehvans

Originally a colony from Dowsen, this island is populated with bronth, woffen, thriddle, and Essejeans, and hosts a skyrealm. The hills of the port cove are littered with dwellings of all types. Native corastin inhabit a small patch of land on the island's northern tip. Beyond Doo'sah and D'Loo, this is the Sychill Sea's most frequented port. The rich of Dowsen visit Ehvans regularly to enjoy the cooler climes and the company of exotic visitors. The thriddle population on the island numbers in the hundreds. These creatures were brought to Ehvans near the end of the Energy Weapons War as advisors and clerical assistants to Klein Ko-Trid. Klein still lives on the island, along with his assistants. He has had only limited dealings with Ardoth since the signing of the Accord. The skyrealm floats above the island's northern rocky and unusable terrain. Talmaron are the most common means of ascending. There is a small city aboard the skyrealm, inhabited by the island's wealthiest residents.

Seld

This island is under the sole occupation of Essejee. Though very small, it grows the sturdy kole post-wood used exclusively for all Essejean ship construction. The Seldens do not welcome guests, and have minimal port facilities, but will put up weary travellers if need be. Control of this island has provoked confrontation with the Sychillians in the past, but diplomatic channels have kept bloodshed to a minimum.



While travelling between the islands, there is always a chance of an encounter with ramian Gire or other ships at sea.

See page 53 to generate encounters.

D'Loo

This small island lies not far from the coast of Dobre, near the city of Doo'sah. The abundance of russip root cultivated on the island is of great important to bronth, who relish its use in making rusper, from which the wonderful mallmis is formed. The action on D'Loo sometimes gets a little rough, especially in the months following harvest. Humans on D'Loo stay in an area called "the quarters." The Dobrens have established this as a safe haven for humans when the bronth enter their mallmis-induced stupors.

Burroo and Bord

Burroo and Bord are two medium-sized islands off the the west coast of Dobre. They are hot, flat, and infested with tarro. Their jungle-like terrains have prevented the Dobrens from clearing the tarro out; these creatures make it difficult to extract Burroo and Bord's important resources. Burroo is rich in vintch and russip root, while the island of Bord grows the bulbous grapes used for making parthage wines (like those of Miedrinth). Both islands are rich in tin.

Hermoore

Hermoore has long been populated by colonies of the eastern Heridothian seaboard. The people of Meard were the first, followed (unfortunately) by the Yorkni immigrating from the city of York. Had Hermoore been a valuable resource, it seems certain that wars would have centered around control of the island. It is the croid on the south isthmus and the horrible insect and spore populations that leave Hermoore sparsely populated. Stigs, fak and granthix are abundant and new annoying lifeforms may yet be discovered. The painful spore disease of ahji randomly attacks those who live there, restricting breathing and leaving victims weak and pock-marked. It is most commonly contracted by sleeping on spore-infested bedding during late eris and early mullin, but can also be contracted at any time of the year by prolonged contact with goods that have not been thoroughly washed before shipment.

Nayine, The Finger

This island has long been a Dobren base, putting Sillipus in easy reach of the bronth. Yorkni attacks upon Dobren vessels sailing south from Nayine drew the bronth to create an occupying presence in eastern Heridoth to stop raids on shipping. This Dobre-controlled region led to many disputes with Ardoth and – eventually – to the Energy Weapons War. Nayine still offers port facilities on the island, though the tremendous docks and harbor constructions necessary during the War were torn down in the years following. A skyrealm was recently discovered on the island by the Dobrens. As word passes from one realm to another, those desperate for adventure make plans for travel . . .

D'Lang

This island is populated by the disenchanted of Dowsen, who traveled there after the Energy Weapons War at a time when Dowsen's forest reserves and lumber were gone. New construction was disproportionate to the population's growth after the war, leaving many homeless. In exchange for the assistance they had received in the Energy Weapons War, the Dobrens provided transportation for these dissidents to D'Lang, where they were dropped off with minimal supplies. Though Dowsen supports this colony, the support is grudging and half-hearted. The dense forests were difficult to clear, and it was some time before inhabited areas were free of scragger. Before the Dowsen colony arrived, the island was virtually uninhabited. Dobrens attempted a colony on D'Lang, but plague destroyed their settlement and it was abandoned.

Coomis

Coomis is located just offshore of where the Hoodo River meets the sea, near the bronth city of Herbis. Bronth have lived on this island for centuries, and now speak a dialect that is hard even for other Boru speakers to understand. The Dobrens interact little with the bronth of Coomis; their cultures have drifted apart over time and they now have little in common. Though their legends and religion involve Iscin, the bronth of this island have never seen a crugar, and imagine Choundra as an enormous beast, overwhelming Iscin and cutting out his throat. Should one of these islanders ever encounter a crugar, their predisposition against these creatures would necessitate prompt, brutal action.

Naroo

A rough island with virtually no arable land, Naroo has become an emergency stopover for salu, fishermen and Gire. "Just like a city on Naroo" is a Joruni expression for something that has never been and is not likely to happen in the future. Avoid this island.

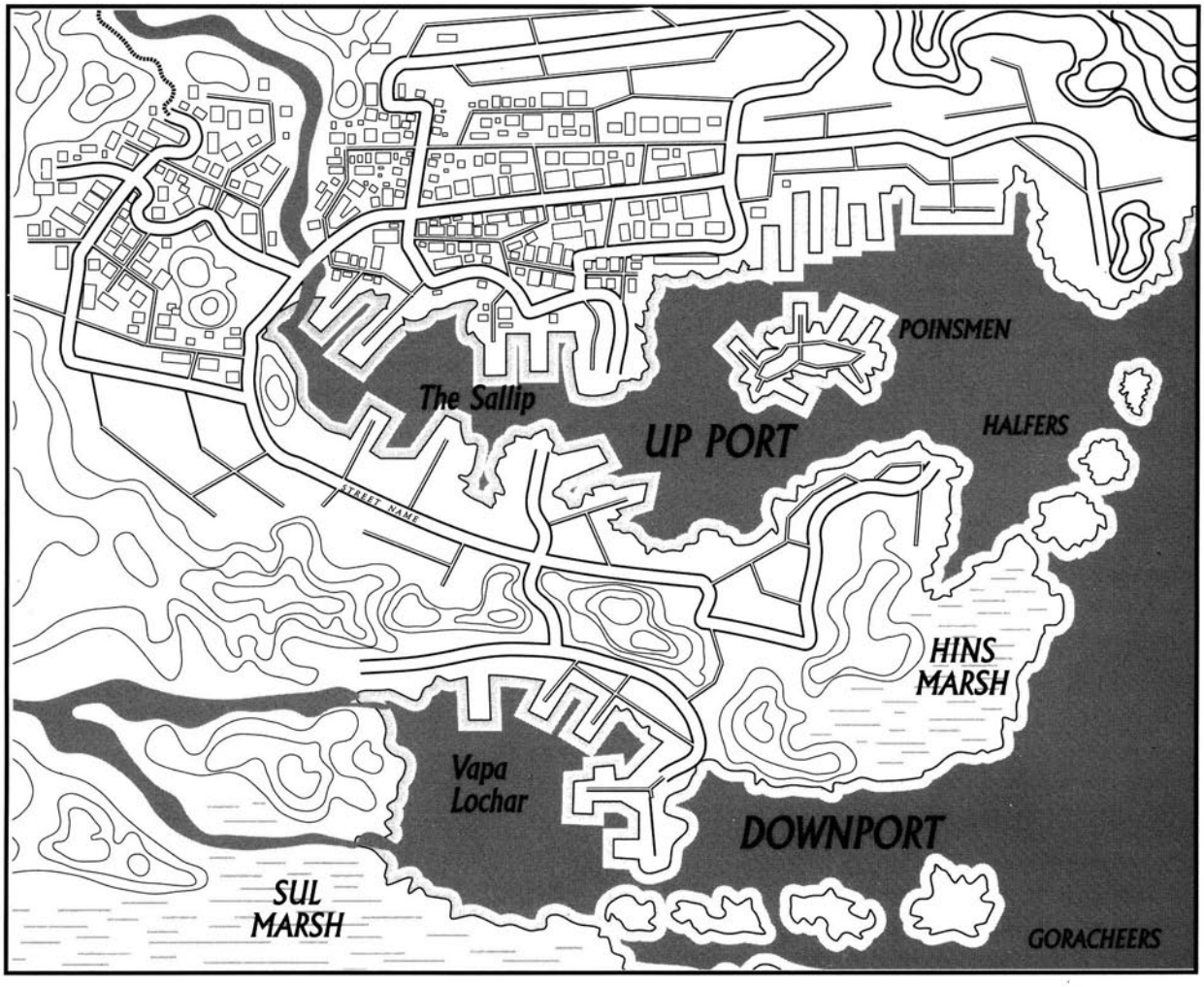
SILLIPUS

Sillipus is a richly forested tropical island with hard, rocky soil and many secluded coves and natural harbors. Salu found the rugged coastline to be an intriguing stopover in long voyages rounding Drail. Since the seafaring salu do not build settlements as other races would, evidence of their stays on the island are only known by oral history. There are few cities on the island larger than the fishing villages populated by families of bronth, woffen, humans, muadra, trarch and ramian.

Sillipus was an outpost of the ramian Gire for hundreds of years and developed very little of what we would consider "history" until the end of the 34th Century. Attempts to use the tropical land to cultivate shirm-eh were doomed to failure because of the chemical poverty of the rocky soil. It is only in recent years – after learning fertilization and planting techniques from their new neighbors – that a few ramian lerrin have started to harvest a small, but steady, supply of the vital limilate.

The modern history of Sillipus began at the turn of the century when outlaws from other nations established a base in the old ramian harbor of Sallay. Because of the number of easily defended moorings, Sillipus became a sanctuary for pirates of all races. Small settlements like Kithaq can be found around the edge of the island, but Sallay is the largest of these new cities. While a few roads have been hewn from the rough land, there is little traffic on the Inland or Timber Roads, with flat rafts being the preferred mode of transporation on the many rivers flowing down the lush mountainsides.

The outlaws of Sillipus began a profitable trade by running as pirates against the rich trading ships of the great nations and became known by the ramain name for pirates – Gire. The threat to shipping was annoying to the great



powers, but when slave trade was reported on the island, the bronth military in Yobreh took affront at the very idea.

With generations of development away from the traditions of Dobre, one bronth community on Sillipus participated in the slave trade by convincing themselves their treatment of the captives was "humane." Captured warriors and merchants became involuntary workers in the new lerrin of the ramian under the supervision of bronth, human and boccord overseers.

The Dobren navy invaded Sillipus in Mullin of 3439 to stop the slave trade, halt the piracy of the mixed race crews, and chase ramian from this southern base. The history of the bronth on Sillipus is told in brutal terms by the present residents, and in only slightly better terms by the historians of Tlon.

Ramian continued to use their bases on smaller islands south of Sillipus and closer to the seasonal sea warp that connected them to the Waters of Vosule. As a matter of pride, however, the Gire increased raids on the loo-raums of the bronth. These raids were designed to destroy enemy ships and crews, rather than being for profit, as had become the Gire tradition.

The island became a minor concern during the Energy Weapons War, and the bronth surrender of control of Sillipus became a token in exchange for Prince Allonkarb's surrender of many of his war holdings. As the Dobren bronth left Sillipus, the other bronth who claimed Sillipus as their home came under a period of retaliatory raids by the races who had suffered under bronth oppression. The ramian Gire returned and proved they had learned from the other pirates of the island by demanding tribute and "fees" for safe passage through the waters surrounding Sillipus.

Sallay is now the capital of Sillipus. The main district of Sallay – the Up Port – has grown to a fairly modern port with a population of more than 20,000 people. The harvest of trees for construction has opened new land which is slowly being cleared of stumps and stones, leading to a coming agricultural boom on the island. The main inland road extends through the wild lands of Sillipus and provides a new ease in getting from city to city.

Kithaq

Kithaq is one of the many relatively new port towns in Sillipus. The harbor is well hidden behind the jutting crags of the coastline. Ships must pass through the narrow mouth of the cove before they will notice the dwellings spread out along the sandy bay. Heavy forest lines the cliff walls. Small roads lead up along the streams that empty into the bay. The two largest streams, the Timber River and its major tributary, the Reach River, run parallel to main roads that lead to the interior.

Because of its secluded and easily guarded harbor, Kithaq has been the home of numerous smugglers and pirates since it was first colonized by human settlers from the main continent. The huge influx of Burdothian and Heridothian refugees from the Energy Weapons War swelled the population past the level of a small cove village. Humans make up the majority of the residents, but almost any other race can be found here. Ramian and even an occasional cleash trading party, accepted here, would be strange sights to any Burdothian natives. Estimates hold the population somewhere between six and eight thousand. Many sailors have homes in Kithaq but are often away from them during long stretches of the year.

The only race barely represented in the city is the bronth. Most bronth cannot stand the lawlessness and slave trade present in Kithaq (and Sillipus in general), but a very small population of Coomis bronth have established themselves on the northern coast of Sillipus and have been known to participate in the black market and slave market of Sallay. These rebellious bronth take a perverse pleasure in shocking their Dobren cousins and can be extremely unstable (and dangerous) when dealing with new arrivals on Sillipus.

The economy of Kithaq is equally diverse. Many merchants own estates or houses in the more pleasant parts of the city. These traders make their livings securing deals between various shipping parties from all over the world, often never leaving Kithaq themselves.

Timber exports, shipbuilding, and fishing employ the lower classes fortunate enough to avoid the slave trade. That abominable practice has a secure place in the Kithaqi economy. In most instances the slaves are paid small wages; many poor peasants from the Sillipian interior and other lands such as the Khodres and Heridoth attempt to scrape together a living until they save enough to purchase their own freedom. The main race found in the slave market is trarch, with occasional human, muadra, boccord, woffen, crugar, and, rarely, scarmis. Croid are sometimes sold as slaves, but are usually traded as beasts.

There are two roads from Kithaq into the interior of Sillipus – the Inland Road and the Timber Road. Both roads go through the cliff forests. On either road, the journey through the forest on foot will take 30 hours – two days or a day and a night.

Key to the map of Kithaq

1) The Docks

These huge platforms, usually bustling and cluttered with crates, are now mostly deserted and one is completely burned and wrecked. The destruction occurred three days prior to the PCs' arrival, when members of Nebbon's Blue Legion set fire to The Dreg's docked ships.

Once the feud subsides, the docks will surely be rebuilt.

2) Old Town

The central area of the city is a maze of streets winding through tightly clustered, whitewashed stone buildings. Most of the buildings are built on top of the original settlement homes. Clothes hang draped across back streets, chamber pots are emptied into alleyways, peddlers sell various dried fish and trinkets, and pickpockets abound.

Old Town inhabitants range from small ship owners to middle class merchants, and sailors' families. Many klades have houses in Old Town. Of note are the Bohod Klade of Jasp and Pesade Klades of Heridoth. The largest presence is the Sonra Tey sea merchant Klade of the Pesade.

Almost all the incleps are closed on account of the hostilities. PC's might be able to to buy their way into one at a steep price.

Because of its location between Nebbon's school and The Dreg's estate, Old Town has become the principal combat zone. Though The Dreg's mercenaries patrol the section constantly in large bands, Nebbon's people enjoy more tolerance among the residents. Caji and dyte punks allied to Nebbon molest the Dreg patrols from windows and alleys. They target Dreg-owned buildings or the homes of Dreg sympathizers and burn them with Lightning Blast dyshas.

3) The Market

There are two sections in the market, the main marketplace which lies on both sides of the Reach River, and the slave market which is north, next to the waterfront and adjacent to the slums.

Most of the wares in the main marketplace are sold out of small, wooden shops. Thivin run almost half of the businesses. Almost anything can be found here, including many items not normally seen in Burdothian markets. Limilates, cleash capsules, Earth-tec, and recos can be bought in the market for steep prices – though bartering always takes place. A smart customer is advised to be wary of Earth-tec bought in the Kithaq marketplace.

Talmaron might be bought for 165 gemlinks apiece. Talmaron riders would be able to escape the city quickly and fly over the cliff forest directly to D'Obreth's village – as long they get directions.

The market still operates, seemingly oblivious to the sporadic fighting in the city. Any purchases of Earth-tec and cleash capsules are closely monitored by agents of the Dreg. A PC who buys such items will be approached by a Dreg patrol (small) and questioned about how she intends to use the item.

4) The Slums

Scattered among the river front and up into the trees lie assorted wooden, one-story homes. The air smells of rotten food and uncovered sewage. Unkempt children mill around any strange visitors.

Though this section is the least appealing part of the city, PC's will be quite safe in the slums. The battle between The Dreg and Nebbon doesn't extend into this rundown area. The people of the slums, although poor, are generally friendly. A person is much more likely to be the victim of a crime in Old Town or in the market.

It would also be easy to drum up information on the rivals, if the PC's still don't know who The Dreg and Nebbon are. Most of the adults can give them a complete rundown on the situation if asked (especially if a couple of yules lubricate their tongues).

Additionally, the slums are the only place the PC's may be able to find a way out of the city, toward the interior, without going through The Dreg or Nebbon guard posts. Yules and role-playing will be the only things necessary – if the PC's think of trying. The cost could vary: The prospective guide will ask for a price as high as she thinks the characters will pay (probably at least 50 yules, as much as 2 links). But because the guide will be happy to work for anything, she will be able to be talked down. The PCs' own ethics will ultimately determine the final price.

A guide will take the PC's out through forest paths which eventually join the Inland Road. These paths, however, are much more dangerous than the two main roads. Roll twice on the Cliff Forest Encounters Chart (page 40) before the group reaches the Inland Road.

5) The Beachfront

Across from the docks, the eastern river shore becomes a long strip of wide, sandy beach. Down from the mouth of the Timber River stand the shipyards where wood from the forest is used to build and repair merchant vessels. Currently, The Dreg has the shipyards surrounded with guards. He cannot afford to have the grounds burnt like the docks.

North of the docks lies the richest neighborhood in Kithaq. Fleet owners and the cream of the smugglers have their posh homes here. This neighborhood is strongly pro-Dreg and he cannot afford to alienate them. He has guaranteed their safety during the dispute and his patrols maintain constant surveillance.

6) Nebbon's School (see map, page 34)

This collection of mud-brick buildings is enclosed by a wooden palisade. Twenty Blue Legion caji are on a rotating watch outside the palisade walls. The student quarters are spartan and small. An old boccord hishtin lives in a hut outside the kerning bay. He is tired and worn from a few nasty mistakes with Shal dyshas. The Blue Legion barracks are slightly more comfortable. Nebbon's own home is decorated with expensive crystal sculptures and even a thivin-made gauthi rug. Much of her money, however, is found in the cache beneath her home. Besides about 15,000 gemlinks, she has a collection of at least twenty-five of every type of raw crystal.

Nebbon's total people power is forty-five Blue Legion caji, fifty students, and a few gangs of dyte punks. A direct attack against the school will encounter all forty-five of the Blue Legion. The students have been told by Nebbon to stay out of any fray (she doesn't want any errant dyshas to interfere with the Blue Legion's experienced isho weaving).

The PC's will be brought to see Nebbon if they provide a good reason to the guards. They will be turned away if they look poor or if they cannot supply a good reason. The guards will always meet force with force, although they will retreat to the compound if they suffer heavy wounds.

7) The Dreg's Estate (see map, page 35)

The Dreg's home sits inside a stone-fenced compound. Fifteen Dreg mercenaries (1d6 of whom are ramian) armed with crossbows patrol the walls. Sections of the walls have obviously been hit by fire damage.

The guard house barracks forty mercenaries. Hanabotse and ten mercenaries live within the house itself. Twenty servants also live in the servants' quarters adjoining the main house. The Dreg's total force numbers about one hundred men and women. Besides the fifty-one permanent mercenaries who live on the estate, he has groups of hirelings scattered around the city. Though The Dreg's hired forces outnumber Nebbon's Blue Legion by more than two to one, the Shal-wielding caji have a devastating advantage when they surprise the normal soldiers.

If the PC's approach with a plausible reason for meeting with The Dreg, they might be admitted – but they will be required to surrender their weapons. Muadra will not be admitted, regardless of the reasons they may give. If the guard at the door is suspicious, one PC without weapons might be allowed to enter. Otherwise the PC's will be turned away, and if they do not leave quickly The Dreg's guards will attack.

The Cliff Forests

The northern Sillipian coast receives large amounts of seasonal rain. A dense forest of both native and Earth flora and fauna finds a niche in the gorges and cliffs that drop dramatically into the sea.

The cliff forests are unusual in that most of the activity occurs far above the ground. The Joruni trees and Earth conifers support vine-like plants, including a hanging version of the tumbernaw vine, the home of the duradon.

The effect is quite striking. The ground is relatively free of plantlife other than a bed of fallen leaves. The sun's rays barely filter down through the mid-level clutter of branches, bushes, and vines. On overcast days, travellers need light sources to see clearly; during the night, the blackness is total.

Almost no one lives in the forest. Hunters of riches including crystal cutters and beasters occasionally journey into its dangerous depths.

Duradon – next to corondon – are perhaps the largest predators of the forest. Other creatures prowl the trees for food, however. A large population of tarro, beagre and scragger are the smaller residents thriving in the rich ecosystem below the forest canopy. Fast-climbing cougar and tree scrade hunt these creatures, as well as arboreal prey like croffin and kord. Cougar sometimes hunt the scrade.

In addition to these animals the puffjaw and entropy vine live in the cliff forests. The unusual spinner tarro are only found on Sillipus.

The Inner Reach

The forested hills, gorges, and cliffs of the coastline area give way to an extensive plateau that covers the middle interior of Sillipus. Unlike the wet climate of the coast, this area receives less rain, more typical of most of Jorune. Some coditch and durlig plantations grace the terrain but most of the rocky, gently rolling hills have only short grasses, wild roots, and bushes: good for thombo and lothern grazing but bad for agriculture. The area is also low in good crystals, though some muadra search for small clear crystals to make vests.

The sparse population here consists of scattered humans with small groups of woffen, boccord, and muadra. The heavy illicit trading that occurs in the port cities is unseen in the Inner Reach. Livings are made primarily by farming, beasting, and various crafts.

The Fusheen Klade

The Fusheen Klade distills a potent blood toxin from the flower of the eladd bush, a native Joruni plant found only in Sillipus. Over the course of two years, the initiates are exposed to larger and larger doses of the poison limilate until they either build up an immunity or perish.

Those who survive are able to use the poison in its most effective and hardest-to-detect ways.

1) A Fusheen assassin can drink a quantity of the poison, and, without swallowing, hold the poison in her mouth. She approaches the target and blows the poison into the target's face. A Familiar Ranked cultist can efficiently blow only once, an Experienced twice, and a Seasoned three times. An Agility roll at a +4 penalty is allowed for a potential target to avoid the spray. The penalty is reduced by one for every foot greater than three the assassin is away from the target.
2) An assassin may choose to soak crystal shards in the poison, and then carry the shards in a bare-hand, closed fist. He can bring the poison into contact with his target with any flesh to flesh contact, anything from a handshake to a grip on the back of the neck.
3) Klade assassins will also occasionally coat other weapons with the poison, though they usually prefer the more subtle routes described above.

The poison causes extreme pain, blindness (if sprayed in the eyes), and nausea within 30 seconds. For every exposure, a victim must make a Con roll at +2 (for blood exposure) or simply a Con roll or fall into a coma within three hours. The comatose victim is allowed another Con roll at a +10 penalty to avoid death. Medical attention, depending on the type of attack, could reduce this penalty to as little as +5.

A successful Con roll results in pain and sickness for three days. All Advantage rolls after first exposure are at -5.

The skill to use this poison is called Fusho. The assassin's rank with the Fusho skill refers to how adept the assassin is at disguising her readied poison. When the assassin approaches the target, she must make a roll against her Fusho skill. A success indicates that she has completely concealed the poison. A failure gives everyone within fifteen feet of the target a Spot roll at +3 penalty to detect that "something is wrong" with the assassin character.

Puffjaw in normal and expanded states.

Puffjaw

Number appearing: 1d3+1

Type	Carnivore (prefers tarro)
Reaction	Manic
Skin Armor	None
Advantage Bonus	+5 first attack, -5 after first
Attacks, Type	1 bite, 2 claws, 1 tail per round
Damage	Bite +1, Knife -3, see below for tail
Speed	15 falling, 3 walking or climbing
Attack Rank	13
Defense Rank	6
Defense Size	-2
To hit at Range	Body -1 while inflated, -2 otherwise
Dyshas	None
Isho	1d6+2
Constitution	2d6+2

The puffjaw are a nastier, aerial relative of scragger. The puffjaw looks similar to the scragger with one notable exception: It can push air in and out of its body through large pores, allowing it to fall quickly or slowly through the air. Its appearance, therefore, varies from a fully inflated balloon shape, to that of a saggy bag.

In the puffjaw's life among the branches and vines of the cliff forest, it uses its adaptation to swiftly attack its prey from above. The puffjaw is extremely dangerous when it first attacks, usually gaining an additional +5 Advantage for the first round (for surprise). In this attack, it bites, claws, and attempts to wrap its tail around the victim.

If the tail attack in the first round succeeds, the puffjaw's effective Attack rank rises to 18 for every round the creature remains on the victim. Only armor will then stop the attacks.

The puffjaw can be pulled off with a successful Strength roll at +5 penalty. Once the puffjaw is thrown off, or if it misses on the initial tail attack, it becomes much less dangerous. It cannot move quickly with its small legs and is easily killed.

Of course, this assumes the defender survives the initial onslaught.

To add more worries, the puffjaw is a pack animal and tends to attack with at least one companion. The 'jaws either attack all at once, or stagger their attacks to keep their prey off balance.

A lone tarro enjoys a wild haspill in the midst of a growth of entropy vines.

Entropy Vine

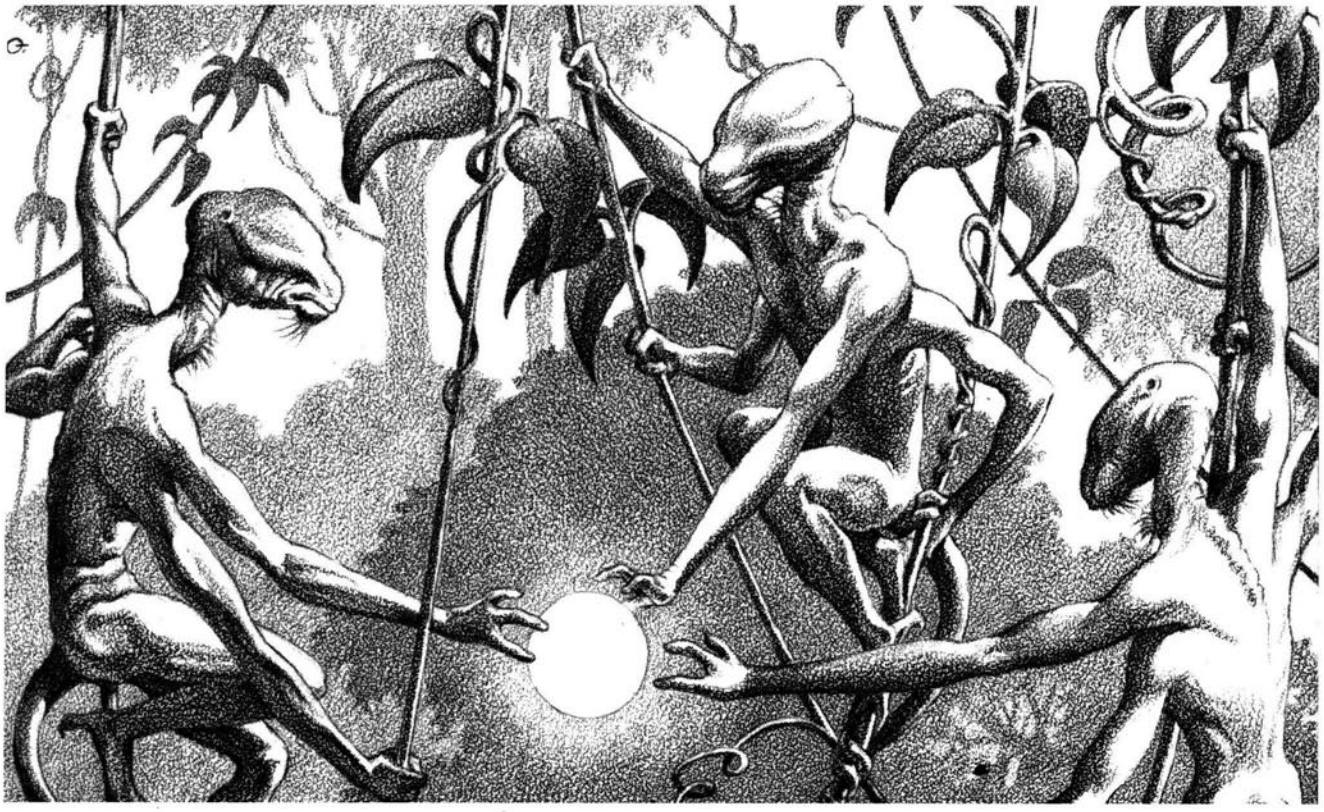
Number appearing: 1

Type	Enervor
Reaction	Manic
Skin Armor	Leather -1
Advantage Bonus	-2
Attacks, Type	1d10 vine touches
Damage	Adds 2d6 isho per round to the target's Max Isho, then drains 4d6 isho per round
Speed	n/a
Attack Rank	9
Defense Rank	0
Defense Size	+1 for stalk, -2 for vine
To hit at Range	+1 for stalk, -4 for vine
Dyshas	None
Isho	1d6x10
Stamina	2d6+4

This odd plant form eats energy somewhat like the daij. Its method, however, is very different. When a creature with isho passes under the plant, it drops its vines down on that creature. With each vine touch, the entropy vine adds 10 of its isho to the creature in an accelerated fashion. Every touch also requires the target to make a Color roll. Failure results in all Isho being lost at once (the entropy vine then feeds off this energy) and 1d6 superficial wounds are immediately suffered to random parts of the body. All creatures with isho are subject to the vine's touch, though only muadra will gain any isho from the touches. Spinner tarro seem to be immune to the plant's isho-sensing abilites and often can be found in the vinebeds, gamboling without any harmful effects.

Daring caji occasionally use the vine to gain quick Isho without the difficulties of caji entropy. Touches suffered when the vine is out of isho still require the Color roll, however. This makes the use of plant as Isho increases even more risky.

The vines usually extend twenty to thirty feet away from the large stalk, a bulbous growth which always is found up at least fifteen feet up in the trees. Treat blows to the vines separately from those to the stalk. Any wound greater than Major severs a vine. The plant has an innumerable number of vines; anyone wishing to destroy the entropy vine must attack the stalk.



A trio of spinner tarro weave their orb to expell excess isho.

Spinner Tarro

Number Appearing: 1d6+2

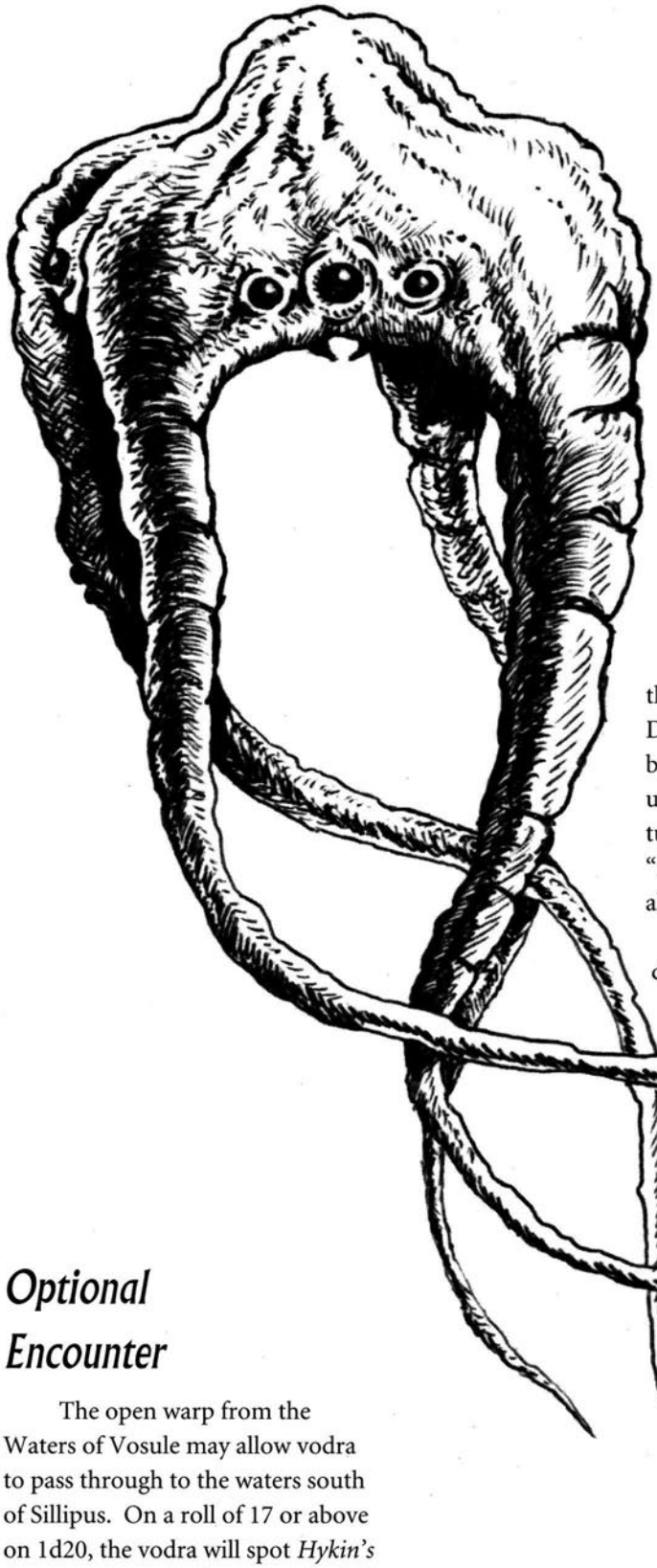
Type	Herbivore (berries)
Reaction	Obnoxious
Skin Armor	None
Advantage Bonus	+3
Attacks, Type	2 Claws or 1 Thrown Rock
Damage	Claw -6, Rock
Speed	13
Attack Rank	11 with Claws, 7 with Rock
Defense Rank	10
Defense Size	-3
To hit at Range	Body -4, arms -8, legs -7, head -11
Dyshas	Stiff, Spinner orb per every three tarro
Isho	2d6 x 2d6 + 5 each
Constitution	2d6+3 each

At some time in the distant past, a shantha recognized the potential in these smaller, more intelligent tarro for cooperative dysha weaving and taught them the Spinner orb ages past. The tarro cannot weave Spinner individually, but in groups of three they can generate the sufficient Isho and Color to create the orb. Like their cousins, they can also use the Stiff dysha.

The tarro's effective Rank with the Spinner orb is 11. They cannot bundle the orb. Each animal only has enough Isho to participate in an orb-threesome once per encounter. The tarro do not have the tearing teeth of their larger brethren, but they have enough brains to pick up stones and hurl them at potential predators. Neither do they have the vocal cords to emit the dread tarro screech.

The spinner tarro are curious about travellers through their domain and will approach people cautiously. They will never attack unless forced to defend themselves or their young from bodily harm. They use the orb mostly for defensive purposes, as when threatened by large predators, although they are also known to use it in play on themselves and on human explorers.

A few field Iscin have tried to investigate this odd strain of tarro, but the dangers of the forest have prevented much research. They resemble the normal gray-green domesticated tarro of Dobre but are smaller and more muscular.



Vodra

Number appearing	1d3
Type	Carnivore
Reaction	Manic
Skin armor	Carapace
Advantage Bonus	+2
Attacks, Type	4 tentacles
Damage	Knife
Speed	3d6
Attack Rank	14
Defense Rank	4
Defense Size	+1
To hit at range	Body +0, tentacles -5
Dyshas	Frost Bolt, flight (a form of isho glide)
Isho	4d6x1d6
Constitution	2d6+6

The vodra is a hovering Jorune native indigenous to the northern icefields, but they range as far south as Vosule. During the annual migration south that vodra infestation can become a problem. Vodra prefer to fly low to the ground, usually about four meters off the surface of the local brush or tundra. Flight is accomplished through a naturally evolved "isho glide", similar to the way talmaron and duradon remain aloft.

The body of the vodra has four long tentacles which drape down over its bulbous body. These appendages are used to grasp prey and draw victims to the beak on the body's underside. The hard tips of the tentacles can inflict a wound, which is treated as knife damage.

A vodra will pursue wounded prey and will fire Frost Bolt to kill or to defend itself from attack.

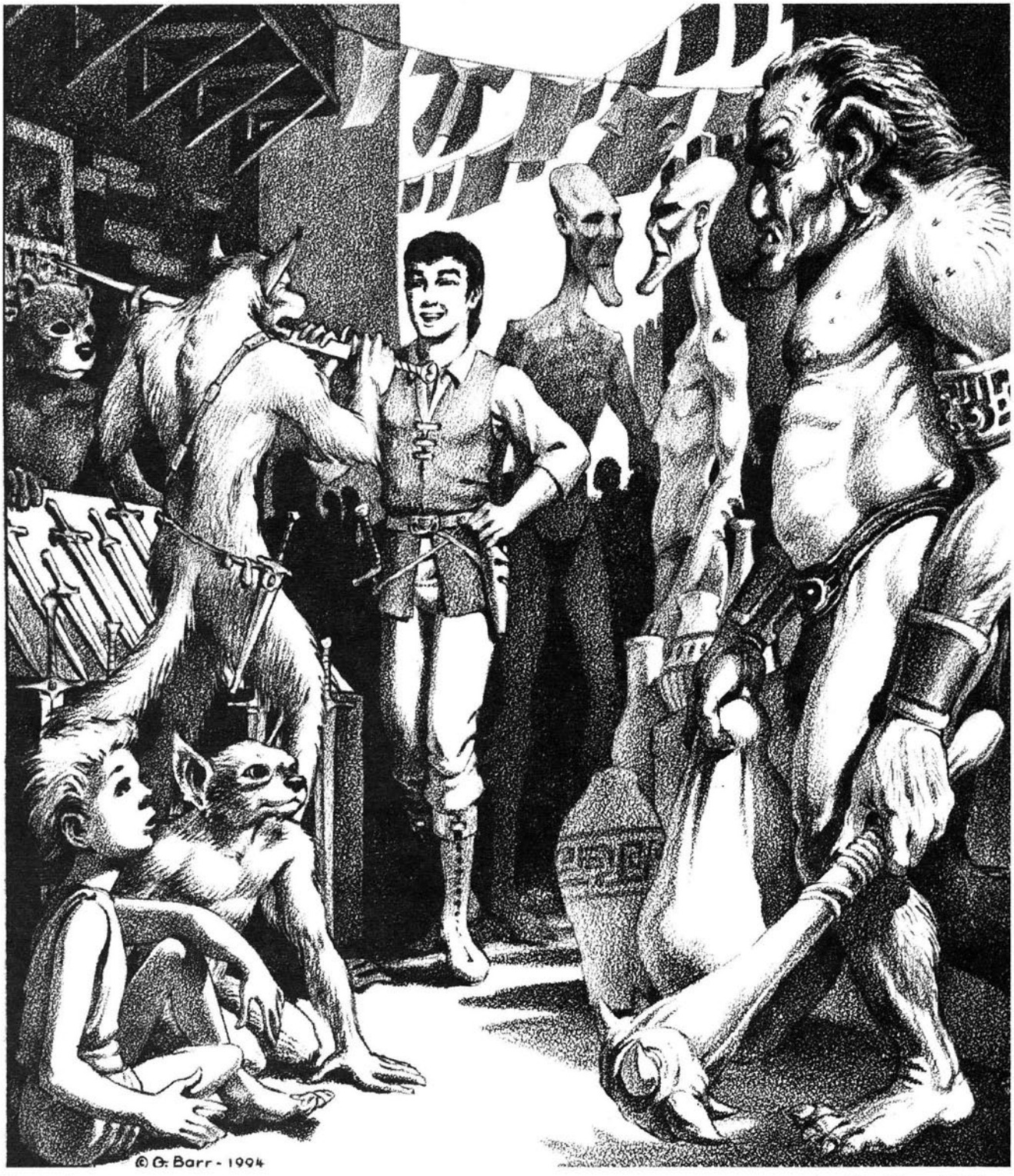
Deep within the body of the vodra are fist-sized crystals, and dead vodra can yield a rich reward. The sack at the top of the vodra contains 1d6 crystals times 1, 2 or 3, depending on size. Crystals are of various types (sholari's choice). Ebba may predominate.

Optional Encounter

The open warp from the Waters of Vosule may allow vodra to pass through to the waters south of Sillipus. On a roll of 17 or above on 1d20, the vodra will spot *Hykin's Arrow* and attack. Try not to let it destroy the ship.

THE GIRE OF SILLIPUS

AN ADVENTURE IN THE PIRATE REALM



Background

The ramian Gire are the biggest bullies on an island of bullies. The presence of their immense ships, rowed by blood-crazed chiveer, in the harbors and coves of Sillipus has served as a reminder to the other inhabitants – mostly pirates and black market merchants – of their power and influence.

Sillipian merchants must pay "protection" money to the Gire to ensure the safety of their ships. Those who decide not to pay the duty tend to be subject to strings of horrific accidents or even direct aggression.

Recently, an enterprising human merchant has earned great wealth and a loyal following in the dismal land of Sillipus. His name is Sardon D'Obreth.

D'Obreth has had enough of the Gire strong-arm policy, and has decided to do something about it. He knows that any direct military action against them would prove disastrous, but his assets lie much more in covert matters.

He has formulated a plan utilizing his tight network of dedicated agents, a plan that in one swift motion would give him the upper hand on the Gire. His agents would "acquire" information from the Gire that located the position of their warp to Voligire and their navigational routes.

Though D'Obreth has no direct use for this knowledge, it would serve as a crucial bartering piece. He could always threaten to divulge or sell the information to the Burdothian government. He also plans to bluff the Gire into thinking he can shut down the warp.

The Result

D'Obreth's agent successfully stole Gire documents from an outpost in Temuantro. He planned to meet his contact, another D'Obreth agent who was using the alias Kado Barre (the name of a long-dead friend of D'Obreth himself), at a small inclep in Ardoth. He was to give the documents to the new agent, who would return to Sillipus by means of a trade ship.

The first agent had just disembarked from his ship when mercenaries, hired by the Gire, waylaid him. He managed to escape, but he was seriously and fatally wounded in the scuffle.

Here is where the PC's enter the story.

Goals

This adventure supplement is designed to challenge experienced role-players. The true extent of difficulty will ultimately be up to the sholari and his tastes in regards to game play. Options will be provided along the course of the supplement for making the adventure more or less challenging and dangerous to the player characters. The sholari is encouraged to change or alter the various enemies presented in the course of the adventure if the PC's seem to be able to hammer their way through it with brute force. Think espionage rather than search-and-destroy.

The PC's will be drawn into the adventure by means of the old-fashioned "wrong place, wrong time" ploy. The incentive for continuing, however, is slightly unusual. By witnessing the murder of one of Sardon D'Obreth's agents, and by coming in contact with the vital ramian Gire documents that the agent stole, the PC's attract the attention of two Gire assassins. The only sure way the PC's can escape the pursuit of the assassins (and other Gire mercenaries if the PC's manage to defeat the first two) is to bring the Gire documents to Sardon D'Obreth. Otherwise, they will be hunted for the rest of their lives.

If, at any stage of the adventure, the PC's give up possession of the documents, they lose their only way out. If they don't or cannot retrieve the documents, the adventure ends. The sholari must decide if she wants to guide the players away from this ending, or leave the possibility open.

Random encounters are included in most sections. The sholari can roll as instructed on the tables, or prearrange extra encounters for the PC's.

At the end of each section are the stats and full descriptions of NPC's that may come into play in the particular section. The sholari should become familiar with the NPC's before running the section. Each section is a mini-adventure in itself and may take considerable playing time to complete. It is important the sholari has a good concept of how each section fits together, both with itself and with the rest of the adventure.

Different character skills will come into play during the adventure. For this adventure, the PC group should be diverse with both combat and non-combat related skills. Muadra caji and boccord hishtins would also prove useful for the adventure.

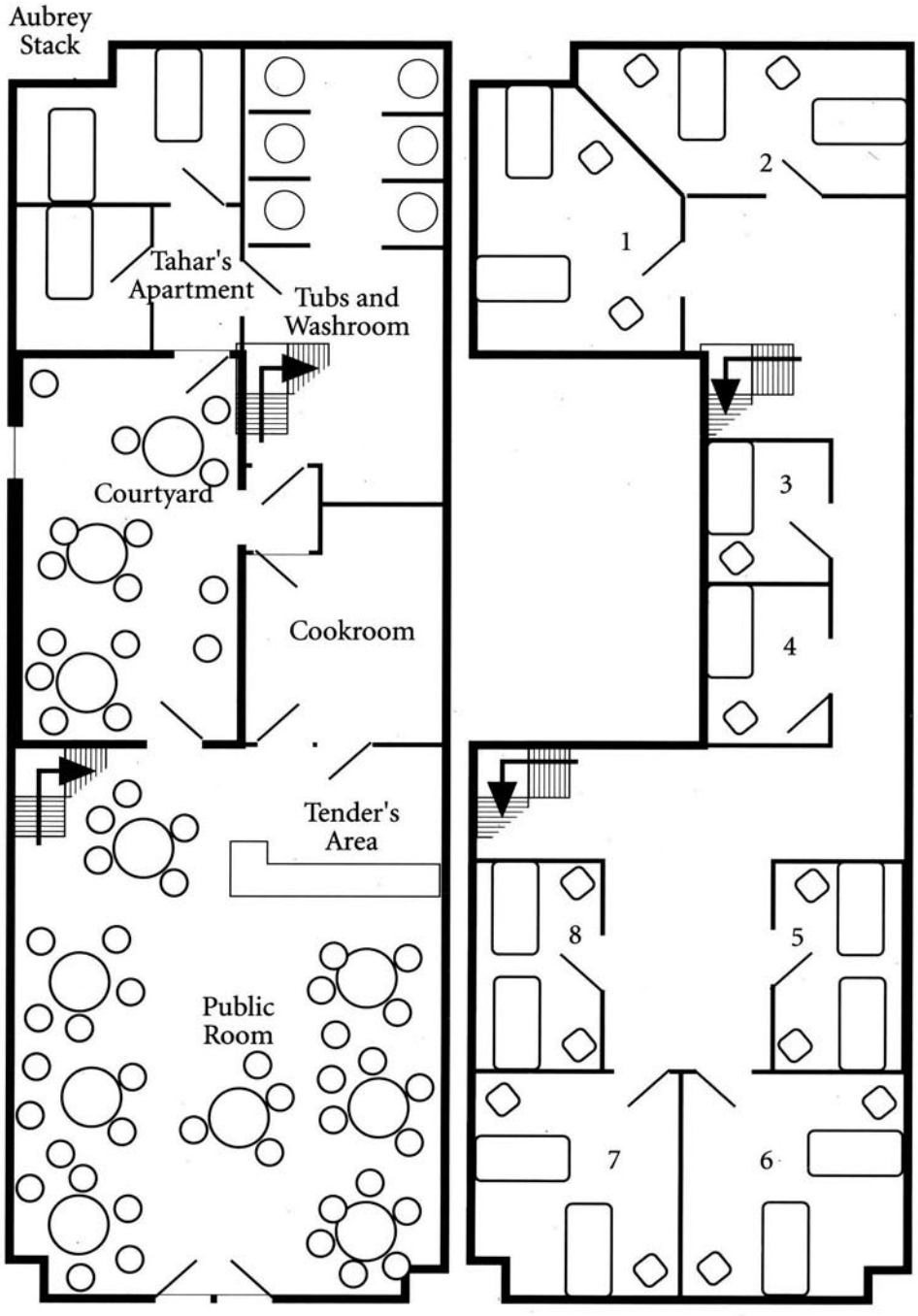
Though a few NPC's have dysha skills, the Color ranks for every NPC are not provided. For dysha interference, roll vs. the Color characteristic and average the total Color characteristic among the Moon skills or give the NPC at least one roll to reduce the incoming dysha against a score of 5.

The Set–up

It is very easy to put player characters into this adventure whether or not they are currently involved in an ongoing Jorune campaign. All you need to do is get at least one PC in Tahar's Inclep for one night (try to collect as many of the PCs as possible in the inclep, of course).

If the PC's are travellers or tauther looking for accommodations in Ardoth, Tahar's would certainly be a highly recommended place of lodging. If the tauther among the group have Ardothian sponsors, those sponsors might reserve a room at Tahar's for the PC's.

For purposes of time, the day after the PCs' stay at Tahar's will be referred to as Day One. A Time Log is included at the end of this section. The season in which the adventure takes place doesn't matter much, although crith (winter) would make the least sense.



Tahar's

Tahar's is a small but well-maintained inclep in the Wolton area of the Arkin neighborhood of Ardoth. It is a stone building nestled beside shops that cater to travellers and tauther, along a street running adjacent to the Cryshell River.

The most notable aspect of Tahar's is the shast who owns and manages the inclep: Tahar herself, a boccord. She emigrated from Ros Crendor twenty years ago and has run the inclep for fifteen years. She is a respected member of the neighborhood and her establishment has earned a reputation for its hospitality.

The inclep's location brings the business a varied sort of patrons. Many young travellers visiting Burdoth for the first time come to Tahar's. Bronth, woffen, boccord, muadra, and even the occasional thriddle can be found at the inclep. It is especially popular among tauther. Tahar prides herself on the magnificent conversations that occur in the lounge every evening.

The inclep doesn't serve food, but good quality rusper and a hilc-based tea are available in the evenings for 4 and 9 gemules respectively. The hilc tea will serve for three days of durlig digestion.

Rooms are 50 yules a night. Most of the rooms have two beds, and cots can be provided for larger parties.

The Visitor

Delirious from his wounds, D'Obreth's first agent mistakes the PCs' room for Kado Barre's and enters the PCs' window at about four in the morning.

Give the sleeping PC's a chance to hear the agent opening the window and entering (a Listen roll at -3). Successful rolls will indicate that the characters wake up, probably not immediately knowing what disturbed them from sleep. If any PC's happen to state that they are staying awake until late into the night they will simply see the agent opening the window and falling inside the room.

What happens next will be the same no matter if the PC's wake up or not. Only the role-playing details will differ.

> . . . must hurry, they'll be on your back like scragger,
> ship comes day after tomorrow, *The Dharmac* . . .

This is the message the agent has for his contact. If the PC's wake, he will gasp out the words to them before he loses consciousness and dies. The sholari may let the PC's try to save him, but the attempts will be futile. He has suffered several stab wounds to the midsection and has a crossbow quarrel stuck in his thigh. Whatever happens, he will be unable to say anything more than the single message.

If the agent's entry doesn't disturb the PCs' repose, come morning they will discover a dead body lying on their floor with the same message, scrawled on a piece of paper, lying beside him.

A search of the body will reveal two other very important clues: 1) Tied to his belt is a packet of papers, wrapped in thombo hide. The paper is yellowish in color and the ink is green. Printed on the papers are multiple columns of elaborate runes; and 2) A note reading – "Tahar's Room 5". This is Kado Barre's room number.

What to Do Next

The PC's will have to decide what to do about the corpse. If they tell Tahar, she'll notify the yords. They happen to be having a busy day and won't arrive for three hours. If the PC's depart before the yords arrive, an investigative warrant will be issued for whomever was registered by name at Tahar's. This warrant won't amount to much unless the PC's make themselves obvious – committing a crime, public disturbance, stopping in at a yord house, etc.

During that time, the two mercenaries that the Gire hired to find and eliminate D'Obreth's agents will begin to tail the PC's. They will stop by Tahar's around midday and learn the same information that the PC's learn about "Kado Barre." The players may take measures that temporarily throw the assassins off the track. The sholari should account for such measures but ultimately use the assassins as plot-enriching devices, i.e., don't worry *too much* about how the assassins find the PC's.

The Yords

If the PC's stay at Tahar's until the yords arrive, or seek them out at any point, they will be questioned as to the events surrounding the death of the man found in their room.

A calprin (yord detective) and three yord guards will arrive and examine the crime scene and body. The calprin doesn't really seem to care much about the apparent murder. He will most likely believe the PCs' story, whatever it may be. If the PC's show him the documents, he'll shrug his shoulders and remark that they are probably some curios that the "low-life" stole from a merchant in the bazaar.

Should the PC's give the calprin reason to suspect them, they will find themselves arrested and brought to a small herris (detention center) in the neighborhood. A hearing in front of a yorliss (judge) will be scheduled for them in eight days.

This will quickly turn into a very bad situation for the PC's. Within ten hours of their lock-up – probably around nightfall – the Gire mercenaries will have located the PC's.

The Gire Assassins

The Gire have enough gemlinks to hire some of the most dangerous people on the planet to do dirty jobs. They have hired the two assassins in this story to: 1) recover the stolen documents; and, 2) kill anyone who has possessed them or seen them. The Gire don't want to take any chances.

These two assassins have been described in great detail in order to make them more than just nameless hitmen. The adventure will run best if the PC's skirmish with them, but never fight to the death (an encounter which could easily end the adventure for all the PC's). The mercenaries are provided to give incentive to the PC's – incentive to keep running. They will have the greatest effect if the characters are constantly on watch for them, nervous and scared.

Played to their best by the sholari, they could probably kill all the characters quickly. If the characters in the campaign could easily handle both the mercenaries, the sholari should either add more, or make the two even tougher.

As sholari, enjoy playing these NPC's; you may even want to keep them for later use in the campaign.

Inquiries

There is a wealth of information to be uncovered by investigative PC's. They should be able to put enough pieces of the puzzle together to eventually send them on their way to Sillipus. They have to work fast, however, because the ship which will take them to Sillipus arrives in two days.

What Tahar Knows

Though she will be reluctant to volunteer information, convincing PC's can get Tahar to talk about Kado Barre.

Tahar checked a man named Kado Barre into Room 5 on the day before the PC's arrived. He paid for two nights in advance but Tahar hasn't seen him since the first night. He spoke with a heavy Sillipian accent and was wearing seafarer's traveling clothes. Kado Barre's name and room number can also be found in the inclep logbook kept behind the main desk.

The Nature of the Documents

An investigation of the documents (using a Contacts or Information Search skill, for example) should eventually lead the PC's to thriddle scholar Throma Go Dalra (see below). The sholari can play out the efforts of the PC's concerning the documents in detail or simply have them make an appropriate ability check and inform them that Throma Go Dalra is the scholar to ask.

At the Docks

Tahar's description of Kado Barre might send the PC's to the Ardoth dockyards in the Siders District. All foreign ships dock in the same area and their captains must register with the Yord Port Authority.

The Port Authority Office contains the registry records, but the records will be available to PC's only if they carry letters from either the yordigs or the city kim (not likely unless the PC's have very good inside contacts). They can, of course, try to break in: The office is locked but not guarded at night, though a night yord may hear them if they are noisy.

The records show that in the last week, two vessels docked and registered as Sillipian. As is customary with Sillipian ships, the vessels were searched for illegal goods – both passed.

The first arrived three days before Day One, was carrying a cargo of raw ore and timber, and had one passenger. The passenger's name was listed as Kado Barre.

The second ship arrived on the day before Day One. It was a small ship of ramian design. The crew was not ramian, which is not unusual. The ship was carrying no cargo, but two passengers disembarked: a human named Kiree and a woffen named Bodama. A small note graces the margin next to this log entry: "Notify the yords about these two."

If the characters drop the name Kado Barre around the dockyards they will attract the attention of an old sailor named Jess Arin. The same end can be accomplished by a successful Underground Info or Contacts +2 penalty skill check.

Arin is one of the many individuals who sell information in the Siders area. He employs a legion of street urchins as his ears and eyes.

Arin will send a dirty, badly clothed young boy to the PC's. The boy will dictate the following message: "My boss wants to meet with you. He has some information that you might value. If you are interested, come to the Flatbottom Illidge in the Fisherman's Quarters at the seventh hour in the evening."

The boy will then leave without saying another word. If the PC's detain him and ask questions, he will simply reply that they must talk to his boss. Excessive pestering of the boy or threats to his welfare won't get the PC's anywhere and will significantly anger Jess Arin – something the boy can tell them if he feels he's in danger.

If the PC's show up at the illidge at the appointed time, Jess Arin will be waiting for them at a booth. He will call them over to his table and welcome them cordially. He is in his late fifties, with graying brown hair and a long beard. His skin is tan and weather-worn.

After ordering drinks for everyone, Arin tells the PC's that he's heard they're looking for a man named Kado Barre. He informs them that he's willing to trade what he knows about Kado Barre for what the PC's know.

For every tidbit the PC's give him, Arin will share one of the following:

1) Kado Barre has been dead for three years. If they want proof, they should head down to the cemetery.

2) Barre was a Sillipian trader and a friend of the Sillipian trademaster Sardon D'Obreth.

3) From what he's heard, Arin thinks that Barre was killed by mercenaries hired by the ramian Gire.

Arin is very good at recognizing lies. If he detects that the PC's are lying to him, he will substitute the following incorrect information for each true one above. Arin will detect a lie with a roll of 1-4 on 1d6. PC's may try to bluff with Acting skill.

1) Kado Barre was a famous yiordeh (private detective) who disappeared under dubious circumstances.

2) Kado Barre's investigative activities earned him many enemies among the merchant community.

3) Rumor has it that Sardon D'Obreth had Barre killed for personal difficulties involving D'Obreth's wife.

The PC's should be able to tell Arin:

1) that a man named Kado Barre checked into Tahar's.

2) that a dying man stumbled into Tahar's and had a note with Kado Barre's room number on it.

3) what the dying man said (or wrote).

4) that Tahar reported the man using the name of Kado Barre had seafarer's clothes and a heavy Sillipian accent.

5) the documents the dying man was carrying.

The PC's may be able to tell Arin about the human woman and woffen that are following and/or trying to kill them. They also may be able to tell Arin that the documents are written with ramian script.

The PC's will only need to share three of the above to hear what Arin knows. If the PC's show Arin the documents, he will study them carefully and recommend that they talk to Throma Go Dalra, a thriddle language and handwriting scholar. Arin will give them directions for finding Throma's home in the T'Lane neighborhood.

Throma Go Dalra

Throma Go Dalra resides in a small but well-furnished second-story apartment in the Rappenat area of the T'Lane neighborhood. This now aged thriddle has worn many hats during his lifetime. He has studied linguistics at Tan-Iricid, served as consultant to the Dharsage's council during the ramian invasion, and has been sent on various diplomatic missions to Temauntro.

Recently, he has been selling his services as a linguist and cultural expert for reasonable fees. He delights in hearing tales of adventure and espionage, and he has earned a reputation as being discreet when asked to help with matters of "questionable" nature.

The PC's should be able to get Throma Go Dalra to help them for free if they tell him the circumstances behind their queries. He will assure them of his professional discretion.

When he gets his hands on the ramian Gire documents, he babbles out a string of Triddis exclamations, then looks around at his present company and says, "How interesting . . . how interesting."

He will patiently light up a giggit pipe, fetch a few tomes from a shelf, and pour over the documents, glancing several times from the open tomes to the documents, and back.

After several minutes, he will begin to become flustered. He will stand up and pace around the room, his trid nodes noticeably quivering, and squawk incoherently. PC's with knowledge of thriddle will recognize the fit as the common thriddle momentary neurosis (thriddle madness).

If the PC's wait the fit out without pestering Throma Go Dalra, he will calm down and tell them that the document is written in a code used by the ramian Gire. As far as he knows, the code has rarely been seen and has never been broken.

Sighing, he tells them that some people might pay a fortune in gems for the documents. He wouldn't pay a gembit, however, because whoever has the documents would certainly be wanted dead by the Gire.

Throma Go Dalra will politely ask the PC's to leave. He will shuffle over to the windows and begin to draw all the curtains in his home. He will tell the PC's that he was glad to help them, but that he doesn't want to get killed.

Further pestering of the thriddle scholar will only give him more madness attacks.

Following Up

If the PC's return to any of the locations they have already visited they may find the effects of the Gire assassins – Throma Go Dalra is nowhere to be found, although his two boccord bodyguards are dead in his home. The thriddle has fled to distant Jasp. Tahar is obviously frightened and will ask the PC's to leave, and Jess Arin will try to keep the PC's where they are long enough to summon the Gire assassins (he was promised a bounty if he could locate them).

Optional:
Kado Barre Contacts the PC's

The sholari can opt to throw the Kado Barre agent into the encounters in Ardoth. Primarily, this encounter can be used to point the players in the right direction.

The agent, while hiding from the Gire mercenaries, has been tailing the PC's. He approaches them in the crowded Ardoth streets, tells them he is Kado Barre, and asks them to follow him. If they refuse to follow him, he responds, "Suit yourself, you're just going o die quicker that way", shrugs his shoulders, and vanishes back into the crowd. The sholari should give them no hope of tailing the agent – he's very good at making himself scarce.

If the PC's go with the agent, he quickly takes them through a few alleyways, harping on them to hurry (knowledgeable PC's can tell that they are heading into a working-class section of Shandane District).

They will end up following him through the back door to a nondescript, large building. Inside is a small, dingy storeroom lit by a few candles.

The agent introduces himself as Jaccon (another false name) and explains:

He is an agent employed by a prominent Sillipian merchant named Sardon D'Obreth. He was to take the documents the PC's have back to Sillipus and deliver them to D'Obreth.

On the day of the scheduled contact time at Tahar's, Jaccon noticed a woman and a woffen that he recognized as Gire assassins snooping about the docks. He thought that they also noticed him and he decided to bag the operation, though he left a coded note in his room for the other agent.

He regrets the mix-up and the complications it has caused for the PC's. He strongly believes that the mercenaries have been hired not only to get the documents back, but to eliminate anyone who has come in contact with them.

Additionally, he recommends that the PC's do *not* go to the authorities (and comments that they've been lucky if they have already spoken to them). He thinks the only way for them to get the Gire off their backs is to go to Sillipus and talk to D'Obreth. He tells the PC's that he is going to stay in Ardoth until the situation clears up.

Non-Player Characters
Bodama

Woffen, Size/Injury Mod. +0/+0, Age 37

Constitution	11	Strength	12	Speed	13
Social	8	Education	8	Aim	16
Color	10	Learn	12	Spot	0
Isho	9	Agility	15	Listen	18

Combat Skills	Rank:
Defend without Weapon	14
Fist	11
Kick	11
Knife (Melee	16
Knife (Thrown)	16

Seasoned: Stealth, Language (Thowtis)

Experienced: Conceal Self, Fauna Recognition (by smell and sound), Fusho, Language (Boru), Language (Entren), Lore (Woffen), Power Hold Dysha, Tailing, Tracking, Wilderness Travel

Familiar: Flora Recognition (by smell, sound, and touch), History (Burdoth), Traveller

Bodama has been blind since birth. His eyes are glazed over with white. He was raised in rural Lundere by a hunting family and showed a talent for finding game by means of his ears and nose. He also demonstrated an un-woffenlike penchant for violence against his fellow playmates.

Upon the advice of a local elder, the family sent Bodama to a Yobreh school for the blind. There he met an old, blind woffen instructor who took Bodama under his wing. The old woffen helped Bodama hone his senses to perfection, not realizing the skills he taught would create an expert killer for the Fusheen.

After leaving the school, Bodama journeyed to Sillipus, a place that attracted him with its promise of quick profit and tooth-and-nail competition. He soon became initiated into the klade of assassins that practice a poison skill called Fusho.

Bodama moves slowly and deliberately, and rarely talks. He and Kiree get along well enough to do their job, but neither cares to befriend the other.

Kiree

Human, Size/Injury Mod. +0/+0, Age 41

Constitution	15	Strength	13	Speed	16
Social	7	Education	10	Aim	15
Color	12	Learn	13	Spot	14
Isho	8	Agility	17	Listen	14

Combat Skills	Rank:
Advance	14
Crossbow	14
Entangle	13
Fist	10
Knife	13
Sword (One handed)	18
Withdraw	14

Seasoned – Language (Entren)
Experienced – Bladesmith, First Aid, Tailing, Traveller
Familiar – Bargain, Lore (criminal activity), Lore (Jasp), Mask Signature, Stealth
Equipment: Assembled crossbow*, cleash capsules (5 smoke, 5 blinder, 3 knockout, 3 throw-explode juniors, 3 tangler), shanthic blade (-2 to-hit, +2 Armor Penetration and Injury bonuses)

*Kiree's crossbow is small and built out of lightweight materials. It breaks down to fit into a 1-1/2 by 6 inch box (making it easily concealable). Its small size gives it a -1 penalty to injury rolls.

Kiree is a human whose pale skin identifies her as a Jasp native. She was born in Aylon to a single mother and orphaned when she was three. She was picked up by the Spallor Klade of Bladesmiths and trained in the art of making swords.

By age 16 she showed much promise as a smith, but numerous personality conflicts resulted in her leaving the klade. She hired on a crystal schooner as a guard and journeyed to Heridoth. It was in that war-torn country that she found her true calling: selling the quickness of her sword.

Honing her natural gifts of speed and agility at a few dueling schools, she became a true swordmaster. Patrons would hire her to challenge their enemies to single combat. Kiree never lost.

She was approached by a man claiming to be a representative of the Gire, and offered a fortune. Though hesitant about working for the ramian, she couldn't resist the quantity of gems, and she started on her current assignment.

Single combat and its deadly results give her a tremendous rush. She realizes that such reactions are perverse and grotesque to most, but she knows she is not like most other beings. She is jovial and good-natured even when talking to a victim, and her face contorts into a gleeful snarl when in battle. She rarely meets an equal warrior, and only then does she feel any remorse about slaying her opponent. She enjoys telling stories about epic duels, down to the gory details. For Kiree, face-to-face combat goes beyond a profession into the realm of spirituality.

Kiree has shaved her head bald but usually wears a cloak concealing both her features and her weapons. She is not unattractive but she makes no effort to look more appealing. She wears combat-practical, toth clothes. Her features are angular and bony.

Time Log

Day -3	D'Obreth agent with documents arrives in Ardoth
Day -1	Gire assassins arrive in Ardoth
Day 1	PC's stay at Tahar's, agent stumbles in late at night
Day 3	*The Dharmac* arrives in Ardoth, mid-afternoon
Day 4	*The Dharmac* departs from Ardoth, early morning
Day 6	*The Dharmac* arrives in Port of Essanja, early evening
Day 7	*The Dharmac* departs from Port of Essanja, early morning
Day 20	Gire ship stops *The Dharmac*, midday
Day 22	*The Dharmac* arrives in Kithaq, late evening
Day 24	Gire assassins arrive in Kithaq

The Dharmac

The ship that D'Obreth's agent mentioned to the PC's is *The Dharmac*, a cargo ship owned by a petty smuggler out of North Khodre. D'Obreth paid the smuggler a very good fee for securing a spot on the ship for the "Kado Barre" agent, and for keeping the whole affair quiet. *The Dharmac* is a small, sleek ship designed to ship high-priced illegal freight and outrun patrol vessels.

The crew consists of:

Captain Sharo Dawllis
Prink Dawllis, First Mate
Phano Dawllis, helmsman
Banic, a boccord overseer
10 sailors

The Dharmac's itinerary calls for stops at Ardoth and Port of Essanja before returning to Sillipus. The crew unloads a cargo of decent quality dyed cloth in Ardoth the day of their arrival (Day 3). They depart the following day (Day 4).

The Dawllis brothers are expecting only one individual – someone by the name of Kado Barre. Should the PC's attempt to bring more than one of their number onto the ship, Captain Dawllis will refuse passage for any of them, including whoever is claiming to be Kado Barre (he was instructed by D'Obreth to do so in the case of any odd occurrences). Dawllis has no means of identifying Barre and will believe anyone who claims that name, unless the individual acts very oddly. Role-play it.

It is, however, important that the PC's get on board *The Dharmac*. No other ship leaves for Sillipus for three weeks. Additionally, the Gire are keeping a close watch for D'Obreth's agent. They know he'll be coming out of Ardoth. D'Obreth picked *The Dharmac* because he knew that the Gire wouldn't give the Dawllis brothers trouble. They have been shipping for the Gire for many years.

PC's other than someone who tries to impersonate Kado Barre shouldn't have any trouble sneaking on board. They will have an entire night before the ship departs, and the crew is busy in the less savory sections of the city. Creative players may even find other ways of getting on board. The only condition is that unless the PC's have a lot of links (sholari's discretion as to how much), they won't be able to get open passage.

The sole guard of the ship during the night is Banic, and he isn't especially attentive. He sits in the forecastle, repairing rope and sail by lamplight. He remains awake all night and sleeps the following day.

There are at least three ways of boarding the ship: up the gangway, over a side, or through a porthole.

If the PC's try to come up the gangway, give Banic a Listen roll (compare against any Stealth skill) for each PC coming on the ship, modified by circumstances such as weather, background noise, or special clothing. He will pick up his bow and knife and investigate any noise, trying to fend off any attackers. Banic will jump over the side of the boat and try to round up some of the crew if he suffers any minor wounds. In about fifteen minutes Banic will return with the ten crew members and Prink Dawllis.

Using rope or some other means, the PC's can climb up a side. Such action gives Banic a Listen roll for each rope attachment, and each climber. Any successful Stealth roll by a climber will modify Banic's Listen with a +4 penalty, as will the use of special equipment. Special equipment might include rope and crampons purchased through the local githerin. Every climbing character must make a Climb roll with a -4 bonus if using rope. If a climber falls, she will end up in the water, and give Banic an immediate Listen roll with a -2 bonus.

The route least likely to alert Banic is through the open portholes on the aft end of the ship (the side away from the dock). Getting through the portholes, however, requires quite a bit of effort and skill. A character must swim out to the ship carrying rope – a Swim roll required with a +2 penalty. Once at the ship, the character must throw the rope through the porthole – an Aim roll at +2 required. Then the character must make a successful Climb roll at +2 penalty. Every time a character who is in the water fails a roll, he must roll again vs. Swim rank or lose 2 Stamina points, the equivalent of a minor wound. As with normal wounds, when a character loses half of his initial Stamina, he must make a Constitution check or lose consciousness. If he also fails this roll, he begins to drown. If help comes quickly, a character can be rescued, but will be virtually incapacitated for a day (-4 to Advantage).

Once a rope is established, other characters need to make Swim and Climb rolls. Getting gear, armor, and weapons on board through the portholes will involve some very creative ideas on the players' part.

Once aboard, stowaway characters will find plenty of places to hide. The cargo deck is littered with empty barrels, large coils of rope, old rugs, blankets, and sail, and other debris.

After two days' travel, *The Dharmac* arrives at the Port of Essanja in the early evening. Again, all crew except Banic go into the town for revelry and hot meals. If hidden characters opt to move around, or leave the boat, consult the conditions as above with the characters trying to get onto the boat. Otherwise give Banic a Listen or Spot roll (modified by any circumstances) to notice the characters. The Dawllis brothers will still not give anyone passage on the ship.

The next morning, the sailors – some still reeling from the night's activities – begin to haul supplies into the hold. Hidden characters shouldn't have any trouble as long as they are well hidden and stay quiet. Just give them a bit of a scare.

The Voyage

The trip to Sillipus takes a little over two weeks. Most landlubber characters will be sick for a few days before settling down. If a character is impersonating Kado Barre, he will find himself well treated but not doted upon. A talented and creative character may be able to extract some information from the Dawllis brothers. Let a character use any applicable abilities (anything from Acting to Fast Talk) as long as he role-plays it. Secretly roll the character's ability check for him, with any applicable modifications. If he fails miserably, he might arouse suspicion. If he persists, the sholari may decide that the Dawllis brothers begin to consider either questioning the character, impounding him, or even selling him to the ramian.

Prink and Phano Dawllis only know that they are on a high-priced voyage and that the principal cargo is Barre himself. They also know that they are supposed to hide Barre from any ramian search parties.

Captain Dawllis, of course, knows that the reason behind the caution with the ramian is that they expect the arrival of an agent of Sardon D'Obreth. The Captain will be extremely reluctant to mention this whatsoever, although he does have a predisposition for Scolian rusper – hint, hint.

The common sailors and Banic know nothing.

During the voyage the sholari may want to roll for the weather, with low numbers providing good weather and storms appearing with high numbers. During possible storms watch out for creshi – a type of fish – which gets thrown onto the deck during high seas.

A strong PC group may be able to physically take over the ship once it is on its way. The Dawllis brothers are not so brave as to risk their lives over a stowaway squabble. Doing so may make the upcoming situation with the ramian Gire much more difficult, however. If Captain Dawllis thinks he can hand the PC's over to the Gire without losing his life, he'll do so. He knows that the Gire will pay well and he doesn't much care about his duty to D'Obreth. The sailors don't really care who they serve – they aren't very loyal to the Dawllis brothers. They just want to get paid.

The Ramian Patrol

Thirteen days out of Port of Essanja (two days before arrival at Kithaq), the coast of Sillipus comes into sight. *The Dharmac* continues around the west coast of the large island until the morning lookout spots a ramian Gire patrol vessel.

If a character is on board impersonating Kado Barre, Captain Dawllis leads him into his quarters and helps the character into a large chest. The Captain will comment quietly that he wishes to take no chances and that the character will "be safest" in the chest. Once inside, the Captain lays a board and clothing over the character. Small holes drilled in the side of the chest will allow the character to breathe. The Captain apologizes for any discomfort and says that the whole affair will be over shortly, reminding the character to remain as silent as possible.

The patrol intercepts *The Dharmac,* Captain Dawllis and the Gire captain exchange pleasantries, and four Gire board *The Dharmac.* The search party walks around the upper deck, looks briefly inside the Dawllis brothers' quarters, and checks the sailors' barracks. The four Gire (accompanied by Prink Dawllis and two sailors) then proceed into the hold.

For every hidden character (except the character in the chest), the four Gire get a single Search roll. Their base score is 10. Modify the roll according to how well the character is hidden, or any Conceal Self score the character may have. If the Gire spot hidden characters, they will draw swords and attempt to apprehend them. Prink and the sailors will immediately run upstairs and notify the Captain.

Captain Dawllis will then order the gangway between the two ships knocked away, and the sails raised to full. Phano will steer *The Dharmac* away from the Gire ship. *The Dharmac* will take a few arrows, but with its superior speed and maneuverability it will outdistance the surprised Gire vessel.

Prink and five sailors, armed with clubs, will quickly descend back into the hold. They will assist the characters if a battle is raging, but will order the characters to drop their weapons after the battle ends. Prink will then question the characters as to who they are and why they are on the ship.

Assuming the ship continues on its course, *The Dharmac* will pull into Kithaq harbor in two days. The results of any affair with the ramian might vary depending on the characters' actions. Captain Dawllis will be tempted to sell any stowaways into slavery unless they can buy their way out. If he discovers that they are with "Kado Barre" and/or that the character who claims to be that man is lying, he will be outraged and either sell the whole lot on the Kithaq slave market, sell them to the ramian, or decide to kill them (only if they really make him angry). Of course, he will be open to monetary offers from the PC's to spare their lives.

If nothing happens with the ramian, Dawllis will get "Kado Barre" out of the chest soon after the ramian depart.

Captain Sharo Dawllis

Human, Size/Injury Mod. +0/+0, Age 52

Constitution	14	Strength	9	Speed	9
Social	14	Education	10	Aim	13
Color	11	Learn	14	Spot	13
Isho	10	Agility	10	Listen	11

Seasoned – Language (Entren)
Experienced – Bargain, Drinking, Geography (World), Sailing, Salu Interaction, Shipwright, Sword (one-handed), Traveller
Familiar – Current Events, Knife, Language (Chaun-tse), Language (Rorch-ko), Language (salu)

Captain Dawllis has been running smuggled and illegal goods for twenty years with his two brothers. The Captain is the oldest brother and also the smartest; he takes care of all bartering and trade talk.

The Captain is a moral degenerate. He cares little for anything except his own smuggler hide and cutting a profit. Sharo Dawllis cannot swim. Though he is not afraid of water, he would always be the first to clamber toward a lifeboat during a crisis.

Banic

Boccord, Size/Injury Mod. +1/+1, Age 24

Constitution	14	Strength	13	Speed	10
Social	11	Education	9	Aim	14
Color	12	Learn	12	Spot	12
Isho	10	Agility	12	Listen	11

Experienced: Sailing
Familiar: Bow, Geography (Basic), Knife, Language (Chaun-tse), Storytelling, Tackle
Climb Rope +1, Swim +3

Prink and Phano Dawllis

Human, Size/Injury Mod. +0/+0, Ages 37

Constitution	13	Strength	11	Speed	11
Social	11	Education	9	Aim	14
Color	12	Learn	12	Spot	15
Isho	8	Agility	13	Listen	11

(Phano)
Seasoned – Sailing
Experienced – Drinking, Geography (Basic), Knife
Familiar – Club, Language (Chaun-tse), Language (salu), Lore (sea faring), Shipwright, Storytelling
Climb Rope +2, Swim +3

(Prink)
Experienced – Drinking, Geography (Basic), Sailing, Sword (one-handed)
Familiar – Advance, Knife, Language (Chaun-tse), Shipwright, Withdraw
Climb Rope +2, Swim +3

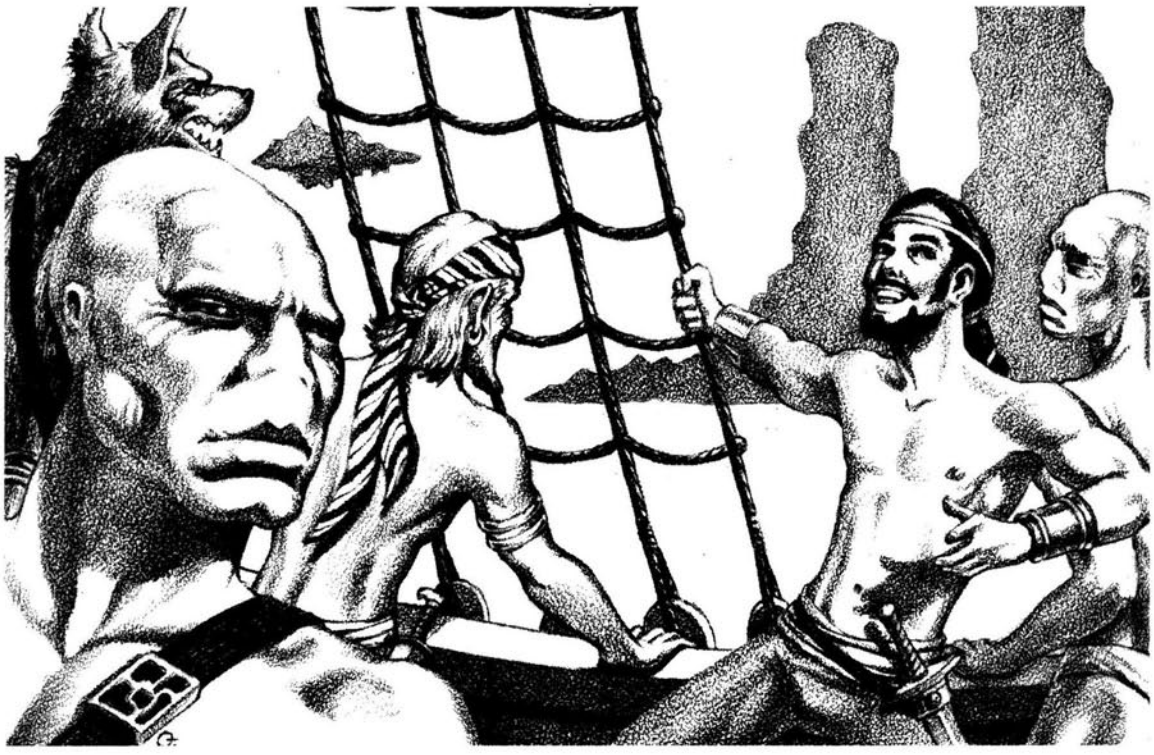
Prink and Phano are identical twins. Phano has a talent for running and piloting ships. The sailors look to him for their orders and respect his judgment. Prink is the scrapper and has a pretty good sword arm. Both brothers are more demure than their braggart older sibling, but like him, neither have much respect for decency or morality.

Gire Search Party

Ramian, Size/Injury Mod. +1/+1

Constitution	13	Strength	14	Speed	14
Social	5	Education	9	Aim	14
Color	NA	Learn	11	Spot	13
Isho	NA	Agility	15	Listen	13

Natural Armor	Leather
Advantage	+4
Bola	8
Sword (ramian hardswords, +1 to Injury)	14
Withdraw	10



Crews

Human

Size/Injury Mod. +0/+0, Ages 19-38

Constitution	12	Strength	13	Speed	12
Social	11	Education	8	Aim	12
Color	11	Learn	10	Spot	14
Isho	10	Agility	13	Listen	11

Salu

Size/Injury Mod. +0/+0, Ages 17-32

Constitution	12	Strength	13	Speed	12
Social	11	Education	8	Aim	12
Color	11	Learn	10	Spot	14
Isho	10	Agility	13	Listen	11

Woffen

Size/Injury Mod. +0/+0, Ages 17-32

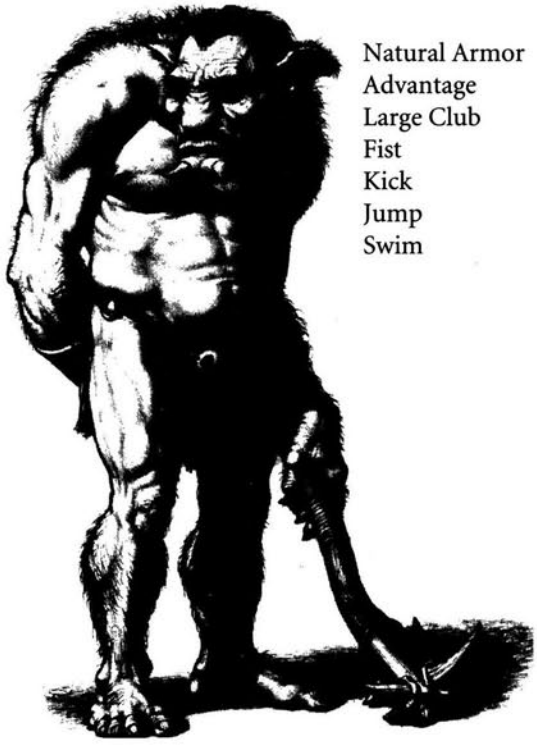
Constitution	12	Strength	13	Speed	12
Social	11	Education	8	Aim	12
Color	11	Learn	10	Spot	14
Isho	10	Agility	13	Listen	11

Seasoned – Language (own)
Experienced – Drinking
Familiar – Bribe, Club, Gaming, Knife, Language (shipmate's languages), Sailing, Shipwright
Climb Rope +2, Swim +3

Trarch (Gire hirelings)

Size/Injury Mod. +1/+1

Constitution	16	Strength	16	Speed	9
Social	8	Education	6	Aim	14
Color	7	Learn	7	Spot	10
Isho	12	Agility	16	Listen	10



Natural Armor	None
Advantage	+ 1
Large Club	17
Fist	14
Kick	15
Jump	11
Swim	12

Into Kithaq

The characters arrive in Kithaq at a rather unfortunate time. A decade-long hatred between two city merchants has erupted into open violence.

As *The Dharmac* arrives at the harbor, the characters are greeted by a disturbing sight. Numerous fires burn in the city, lighting up the evening sky with an eerie glow; the harbor is glutted with vessels unable to dock because the dockyards have been destroyed! The crew of *The Dharmac* seem dumbstruck. Captain Dawllis orders the ship to pull up next to another small merchant vessel, owned and captained by a friend of the Dawllis family. The other captain, Kahn'chwa, a male cygra from Temauntro, explains the situation to Captain Dawllis in good Entren. Any character(s) in earshot will hear the following:

> *I guess Nebbon and the old Dreg are finally going at it. Some of my men took a small boat onto the beach yesterday. They heard that Nebbon's caji attacked The Dreg's estate four days ago. Since then there's been fighting every day.*
>
> *I'm going to wait for a few days and see if things settle down. I have some good Temauntro ore to unload.*

If any characters have either a Traveller, Getting Around, Underground Info or Current Events skill relevant to Sillipus, they may roll at -5 penalty. A success would indicate that they are familiar with the names Nebbon and g.The Dreg.

Nebbon is a muadra who runs a famous school for caji in Kithaq. Copra Nebbon's school is perhaps the best place in the world to study the frightening Shal dyshas. Muadra characters with a Current Events or Underground Info skill do not suffer the -5 penalty to know about Nebbon – her practices and teachings have been condemned by many caji on the mainland.

Once her school began to flourish, Nebbon turned entrepreneur. She allowed caji to attend her school without fee, as long as the caji agreed to spend one year in servitude to her upon graduation. During their year of service, Nebbon would hire off the young caji to various merchant and pirate ships as special guards. Nebbon soon established a valuable market for her "Blue Legion."

"The Dreg" is the nickname of a slave trader whose real name has been long forgotten. He is an old, obese man who earned the title of Dreglamon both for his voracious appetite and his reputation for viciousness. He himself has not been sighted outside his walled estate for years but his minions, including a Tologran mercenary, are omnipresent in the city. It is said that no deals can be done in Kithaq without the approval of The Dreg.

The two opponents have an innumerable list of mutual grievances, furthered by raging hatred. Nebbon's attack, however, was provoked by the mistreatment of two of her Blue Legion at the hands of The Dreg. The Dreg claims that the two "servants" he hired were insubordinate and rude – so he cut out their tongues.

The characters are dropped into the middle of this mess. They must try to find out where Sardon D'Obreth is, and find a way to get there without being killed in the city crossfire. The average resident of Kithaq doesn't know much about Sardon D'Obreth. Most people will reply that they have heard the name and know he's a powerful Sillipian merchant, but nothing more. Information about D'Obreth will be more easily acquired in the market from thivin or human traders. They will be able to tell the PC's that D'Obreth resides in the area called the Inner Reach, to which both major Kithaqi roads go. If the PC group looks important (i.e., powerful) they may also tip The Dreg (75%) or Nebbon (25%) that people looking for D'Obreth are in the city.

To complicate matters, if Nebbon or The Dreg does find out that friends of D'Obreth's are in the city, they will cozy up to them in an effort to ally with D'Obreth. They may attempt to employ them in an attack against one another. Consequently, if either of the power-mongers notice that the other is gaining ground in such efforts, he or she might try to arrange the "unfortunate" deaths of the PC's. Additionally, the Gire assassins will arrive in Kithaq two days after the PC's.

This section is designed to be very open-ended. The sholari is given the stage of a Sillipian port city at internal war. The PC's cannot get out of the chaos without meeting the characters of the play. The plot will be determined by the sholari's whims and the players' actions. The characters might come back to Kithaq after the adventure is over and work for either The Dreg or Nebbon. Whatever happens, keep the players on their toes.

If your players decide that entry into Kithaq is simply too difficult, Captain Dawllis knows that D'Obreth's estate can be reached through an overland route from Sallay, the capital of Sillipus.

Getting into the City

Since the main docks are destroyed, only two routes from ships to the land are available: by rowboat, or swim-

ming. After briefly describing the situation to the "Kado Barre" PC – if there is one – Captain Dawllis will himself accompany the character in a rowboat with Banic and four sailors. Dawllis will offer to drop off the PC on the western outskirts of the city but will ultimately go wherever the Kado Barre impersonator asks to go. The Captain, however, will only stay long enough to get the PC and the PC's baggage out of the boat.

The Dharmac has two small rowboats capable of seating ten persons each. Swimming to the land would require three successive Swim rolls (because of the extreme distance); the third roll requires a roll at +2 penalty because of surf and undertow. The same rules for failed swim rolls apply here for boarding the ship (see page 28).

Of course, the PC group might decide that secrecy is no longer necessary once they have arrived in Sillipus. The Dawllis brothers will be too busy worrying about what to do about restocking their food and water supplies to bother mounting opposition to a good-sized character group – they will be too worried about dissension among the sailors. Captain Dawllis, however, would still put in chains any stowaways he thought he could handle easily.

Meeting Nebbon and The Dreg

Encounters with the two warlords can make the Kithaq section quite interesting for the sholari and the players. The sholari is encouraged to bring the PC's in contact with either Nebbon or The Dreg, or both. Running into Dreg patrols or squads of the Blue Legion may bring the characters back to either home camp, or the PC's may opt to go directly to them. The sholari may want to ignore the random encounter section and plan her own.

PC's who have no moral obligations against being paid to kill or threaten to kill may negotiate their own personal terms for service to either The Dreg or Nebbon.

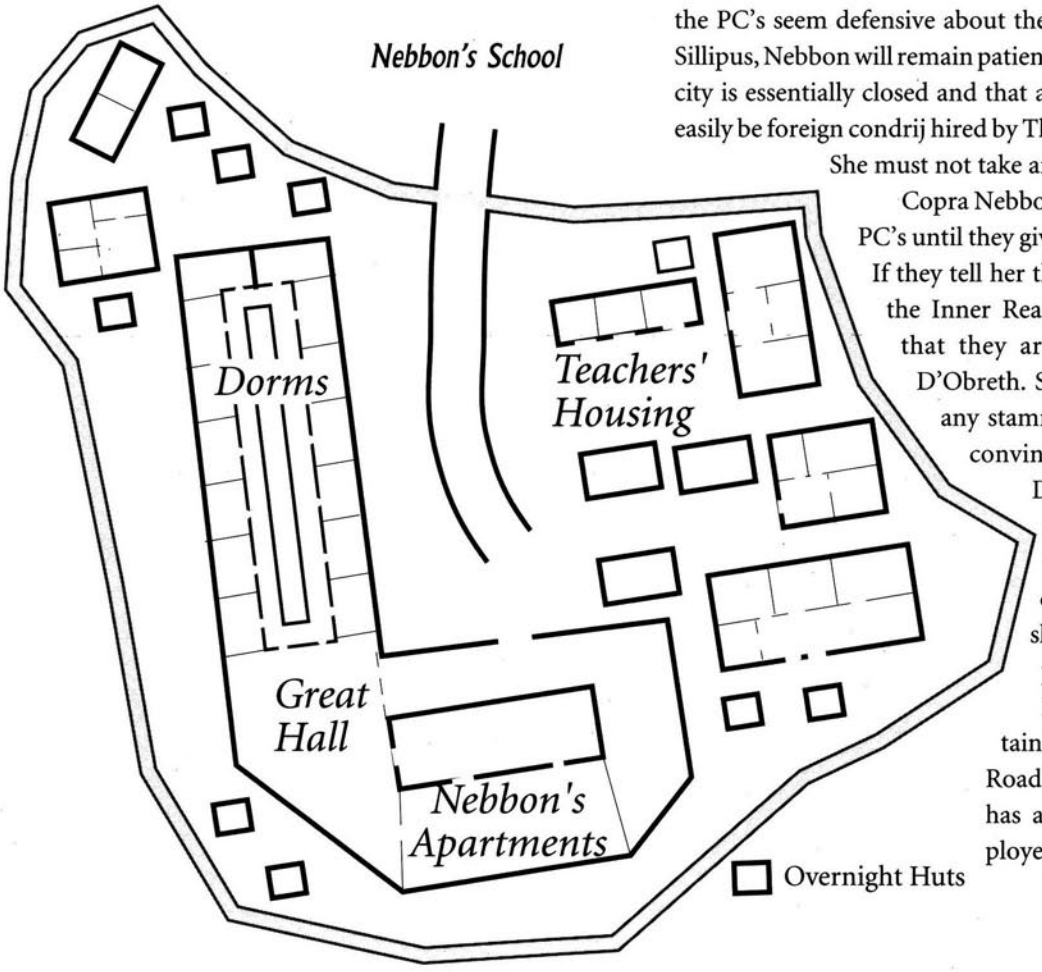
Nebbon

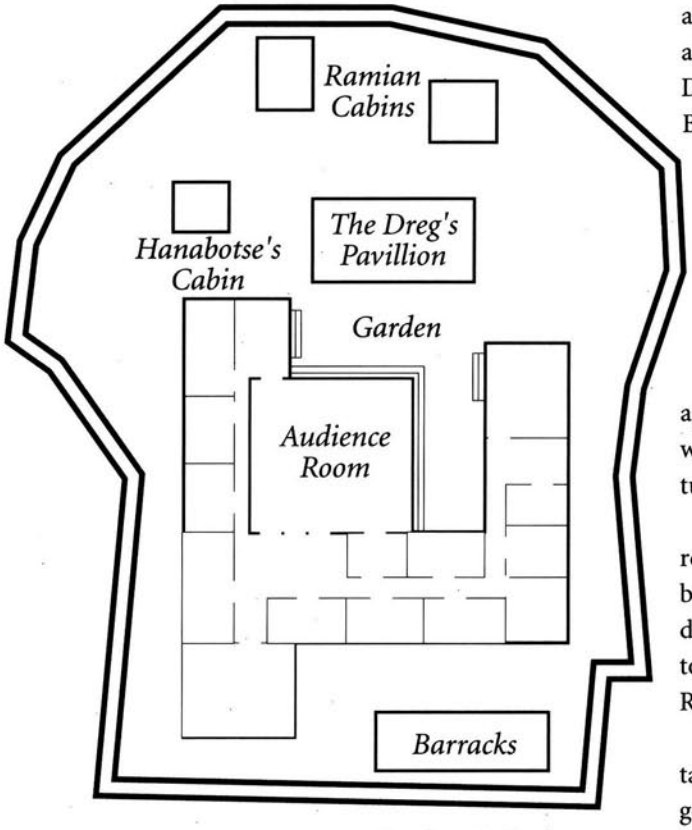
Copra Nebbon will meet PC's in her personal quarters. Blue Legion muadra will disarm the visitors and then lead them inside the compound walls and up to her door. They will enter the house with the PC's and remain in the room until the PC's depart.

Nebbon will enter the meeting room and bid the PC's to sit on the lush floor cushions. She will skip pleasantries and curtly ask the PC's what their business is in Kithaq. Should the PC's seem defensive about their reasons for coming to Sillipus, Nebbon will remain patient. She will explain that the city is essentially closed and that any strange visitors could easily be foreign condrij hired by The Dreg to tip the balance. She must not take any chances.

Copra Nebbon will, however, press the PC's until they give her a definitive answer. If they tell her that they are heading into the Inner Reach, Nebbon will suspect that they are connected to Sardon D'Obreth. She will ask them up front; any stammering or hesitation will convince her that they are in D'Obreth's hire.

If they are honest with Nebbon about their connections to D'Obreth, she will become obviously pleased. She will tell the PC's that they may certainly continue up the Inland Road; she will also tell them she has a deal to offer their employer.





The Dreg's Estate

Her proposition: She will offer D'Obreth the services of five of her Blue Legion for one entire year, or pay him two gemstars (2000 gemlinks), to help her establish control over Kithaq – something which will certainly involve "disposing" of The Dreg or at least destroying his assets and mercenary army.

Nebbon would wonder about any supposed D'Obreth agents who are asking their own prices without going through D'Obreth himself first. But if the PC's give Nebbon reasons for being in Kithaq without letting her know about the D'Obreth connection (requires a Fast Talk roll with at least +2 penalty) they might pass themselves off as rogue condrij or independent agents.

The Dreg

A meeting with The Dreg will be very different from any contact the PC's have with Nebbon. If the PC's go to his estate at his invitation or at the calm coercion of his patrols, he will greet them with a lavish meal, thivin musicians, and dancers.

Or . . . the PC's might come in chains, dragged by Hanabotse and Dreg mercenaries, to be thrown at his feet.

In either scenario, The Dreg will meet the PC's in his large parlor. He will be seated at the head of the table and his attitude toward the PC's will be determined by the way they are brought to him. Hanabotse will stand quietly behind The Dreg for the entire duration of the PCs' contact with him. Besides various servants, six of the house guards will remain in the room.

If the PC's arrive under friendly conditions, The Dreg will pour various wines down their gullets, offer them generous portions of his finest treats, and toast the PC's many times. Eventually he will ask them what they are doing "raking the muck" in Kithaq.

He will offer the PC's a chance to talk, then toast them again and ask the thivin to begin playing. During the music he will glance briefly at each PC, turn and talk to Hanabotse, then turn back to the dinner table and smile boisterously.

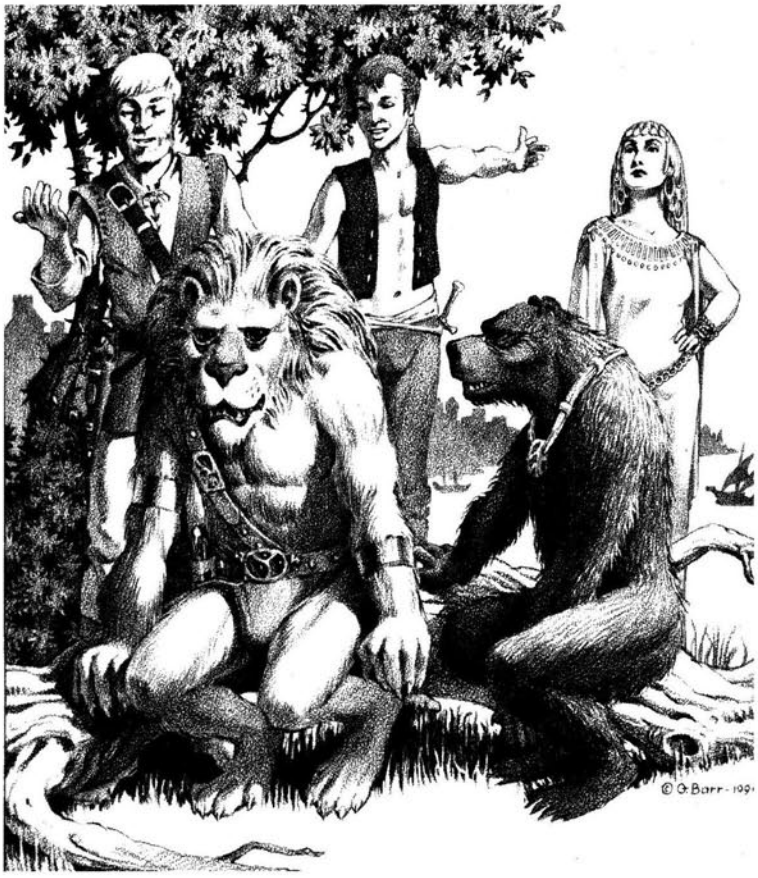
When the music is done he will speak. If they have revealed that they are connected to D'Obreth, he asks them to bring an offer to "The Great Tradesman" (his phrase to describe D'Obreth). He offers to pay D'Obreth three gemstars to have Nebbon "dealt with." He will let them use the Timber Road to get inland.

If the PC's are obviously skilled warriors and haven't talked about D'Obreth, he will offer to pay them each 100 gemules (one link) per week to serve in his mercenary force – a fairly good wage. He could be talked up to a higher wage if the PC's demonstrate or convince him of their extra worth.

The Dreg will seemingly buy into any explanation the PC's have for being in Kithaq. If they say that they are allied with Copra Nebbon, he will offer to buy them over to his side with the 100 yule wage plus a gem for each PC. If they turn him down, he will shake his head and thank them anyway.

If the PC's are brought as captives and fail to convince The Dreg, he will order them beaten and auctioned off at the slave market. The Kithaq slave market is a horrible arena with filthy cells where the "goods" are kept until they are presented for sale. On delivery to the cell, each will be branded on the left forearm with The Dreg's mark – a stylized fish. The PC's may meet confederates from several races to plot an escape or revolt, but even if they succeed in escaping, they will be easy to spot because of their brand. The sholari may want them to head back to the docks to steal a ship, or send them overland to Sallay.

If the PC's are permitted to leave, The Dreg will have a few mercenaries watch them once they leave. If they told The Dreg they were with Nebbon, or if they meet and seem to cooperate with Nebbon, The Dreg will have a large patrol with Hanabotse corner the PC's and try to kill them. If the PC's have wormed themelves into The Dreg's good graces, he will give them a wooden token that will permit them to leave the city on the Timber Road.



Hanabotse may be willing to discuss changing his allegiance from The Dreg to a more lucrative arrangement with Nebbon and the Blue Legion.

When the Gire assassins arrive in Kithaq, they will first seek out The Dreg. They will hand a large sum of gems over to The Dreg to help them find the PC's. Unless the PC's have made a very lucrative deal with him, The Dreg will give the assassins any information they want. He will also instruct his patrols to apprehend the PC's if they run into them.

If the PC's let either Nebbon or The Dreg know that they aren't really D'Obreth's agents, but that they have important documents he wants, they will have extra problems. Both of the warlords will realize the opportunity that has presented itself and try to take the Gire map from the PC's.

The Dreg will take a direct approach. He will send Hanabotse with a large patrol after the PC's, have them beaten or killed if they resist, and have Hanabotse acquire the documents.

Nebbon will try any or all of the following: She will pay a few pickpockets to lift the documents from the PC's, pay a dyte punk gang to hit the PC's in a alley, or (as a last resort) send three Blue Legion caji to strike the PC's in the open with their body control dyshas and take the documents from the helpless characters.

Kithaq Encounters

Old Town Encounters

Day: 1d10 per 15 minutes on street

1-2	2d3 Dreg patrol
3	One pickpocket
4-5	No major encounter
6	3d3 dyte punks harassing 2d3 Dreg patrol
7-8	3d3 Blue Legion caji
9	3d3 Blue Legion fighting with 3d3 Dreg patrol
10	4d3 Dreg patrol led by Hanabotse

Night: 1d6 per 30 minutes on street

1	Six dyte punks
2	2d3 Dreg patrol
3-4	No major encounter
5-6	Street thugs (# of PC's + 2)

Market Encounters

Day: 1d10 per hour (Night: Use Old Town night chart)

1	Renegade croid or trarch slave(s)
2-3	1d3 pickpockets
4	Hanabotse with small Dreg patrol
5	Five dyte punks or three Blue Legion
6-8	No major encounter
9	Dyte punks fighting Dreg patrol
10	Bio-tec gone awry

Dreg Patrols

A group of Dreg mercenaries, probably drunk on rusper, stagger their way down the street. They are loud and obnoxious, pushing people out of their way. They are likely to pick out anyone who looks out of place and ask questions. They will notice the PC's 1-7 on 1d10 unless the PC's have made a conscious effort to fit into the local populace.

The patrols will bully the PC's until the PC's demonstrate through actions or words that they are worthy of note. If the characters bully back, the patrols will attack vigorously until they see one of their number go down. Then they'll turn tails and look for help. If the characters stand their ground without resorting to violence, the patrol will ask them to accompany them to see their "boss."

A skirmish with one patrol will bring the PC's to the attention of Hanabotse the tologra. Hanabotse will seek them out and find them unless the PC's actively hide. He won't attack them – rather, he'll ask them calmly to come to meet The Dreg. If the PC's encounter a Hanabotse group first, they will be questioned by the tologra calmly and most likely invited back to The Dreg's estate.

Pickpockets

Many street children practice small-time robbery. A pickpocket encounter indicates that one of the PC's in the group is subject to a pickpocket attempt. The pickpocket's skill level is six. A failed attempt means the pickpocket has tipped off the PC. The sholari can decide whether or not the pickpocket has grabbed something off the PC even if the attempt fails. The target PC gets a Spot check to pinpoint the child scuttling off into the crowd. The rest of the encounter (including a possible chase) is up to the sholari's discretion to resolve. A running pickpocket will have at least a 13 Speed, and may lead the chasing PC into a dead end with 1d6 street thugs waiting.

Dyte Punks Harassing Small Dreg Patrol

A group of dyte punks are slinging Lightning Blasts and Blindings at bewildered Dreg mercenaries. The punks will be partially concealed – in an alley, behind a thombo, or even in a barrel. The punks will scatter if confronted with direct, organized resistance. If the PC's help the Dreg mercenaries they will receive a thankful invitation back to The Dreg's estate. Nebbon will also hear about the PCs' involvement through the dyte punks. She will probably send three Blue Legion members to "talk" to the PC's.

Blue Legion Caji

Blue-garbed figures slink carefully down the street. A hush seems to follow them. Because of their small numbers, and only slight hand-to-hand combat skills, the Blue Legion tend to sneak up on Dreg groups and attack with surprise. PCs' questioning the Legion will probably be rebuffed or possibly taken back to see Nebbon. PC's interfering with their efforts will be attacked with dyshas. The Legion always retreats if forced into close combat.

Blue Legion Caji Fighting with Dreg Patrol Members

Usually in Old Town or the market, this event coincides with the Blue Legion blowing up some Dreg-owned or Dreg-sympathizing institution. The Blue Legion caji will be loosing dyshas at the patrol; the patrol will be mounting token resistance. PC's taking sides will certainly draw the attention of both The Dreg and Nebbon, good and ill depending on which side is taken.

Dyte Punks

The punks will be meandering around the night streets. They aren't looking for trouble, but will molest any known Dreg-sympathizers, and greet any known Nebbon-sympathizers.

Street Thugs

The group will approach the characters and demand money. Blatant refusal will provoke them to attack, though smart PC's may be able to negotiate or Fast Talk their way out of the situation. The street thugs' stats are exactly equivalent to the Dreg mercenaries (what a coincidence!).

Renegade Croid or Trarch Slave(s)

One croid or 2d3 trarch have broken their bonds and are storming around the market attacking objects and people in their path. The only people interested in subduing them will be the owners; everyone else tries to get out of the way. PC's helping to capture them may receive a monetary or trade reward. Anyone helping them to escape will be faced with 1d6+3 street thugs in the hire of the owning merchant. Use standard croid or trarch stats.

Bio-tec Gone Awry

A merchant selling bio-tec buddies – mostly Reco A's – happens to have one recently sprouted volunteer with teeth and a nasty streak. The reco is bouncing around in the market inflicting nasty leg wounds. Someone who kills or apprehends the reco might receive a decent volunteer or two as reward. Use standard volunteer stats, with an Attack rank of 14 and Bite -3 for damage.

Copra Nebbon

Muadra, Size/Injury Mod. -1/-1, Age 57

Constitution	14	Strength	10	Speed	9
Social	15	Education	16	Aim	13
Color	17	Learn	16	Spot	11
Isho	14	Agility	11	Listen	9

Moon Skills: Desti 10, Du 4, Launtra 6, Shal 19, Tra 8
Dyshas/Rank: Blinding 17, Brain Blast 10, Craze 9, Deflector 12, Drain 8, Healer 8, Lightning Blast 14, Orb of Light 10, Scramble 10, Stiff 14
Experienced – Bargain, Contacts (Kithaq), Languages, Teaching, Tra Sense
Familiar – Bureaucracy, Caji Entropy, Caji Etiquette, Staff, Traveller

Copra Nebbon received some training from various caji around Sillipus and Heridoth, but she is primarily self-taught. Her Shal skills are probably unparalleled on the entire world (excepting shantha, of course).

She is demanding, selfish, arrogant and proud. She never shows her naull – it is filled with the swirls of blue that indicate her underlying low self-esteem, and contains a concentrated red core of violent Desti.

Outwardly, Nebbon shows little emotion until she is angered. Then her lips quiver with rage and she churns out her words in a sharp staccato. She is short and stocky, and wears crystal ringlets in her long blonde hair.

The Dreg

Human, Size/Injury Mod. 0/0, Age 68

Constitution	7	Strength	8	Speed	5
Social	16	Education	12	Aim	10
Color	10	Learn	14	Spot	10
Isho	12	Agility	6	Listen	11

Seasoned – Bribe
Experienced – Bargain, Current Events, Fast Talk, Underground Info
Familiar – Contacts (Kithaq), Drinking, Gaming, Knife, History (Sillipus), History (World)

The Dreg is all business. His petty merchant family moved to Sillipus from Burdoth after the Energy Weapons War. Using connections he had to the Sonra Tey Klade, he purchased a few small cargo ships. He sent his ships to Drail to use tricks and false promises to slap chains on the trarch.

The Dreg has enough gems to buy friends among the rich and protection from possible enemies.

Hanabotse

Tologra, Size/Injury Mod. +1/+1, Age 34

Constitution	16	Strength	17	Speed	12
Social	8	Education	8	Aim	13
Color	6	Learn	13	Spot	12
Isho	10	Agility	12	Listen	16

Injury Bonus +2 (from Strength and Size)
Advantage +4
Skill/Rank: Fist 12, Kick 12, Pistol 8, Two-handed Sword, 16
Seasoned – Language (Hotha)
Experienced – Conceal Self, Stealth, Tracking
Familiar – First Aid, Getting Around (Kithaq), Language (Entren), Searching, Tailing, Underground Info

Hanabotse was one of the unfortunate tologra to get roped into serving as shock troops for the Gire in their 3472 invasion efforts. After suffering severe casualties, the carrier ship he was serving on retreated to Sillipus. Hanabotse quickly left the service of the ramian and found mercenary jobs working for Sillipian humans. The best offer came from the fledgling Dreg, a fat slave merchant with big ambitions.

Hanabotse has almost no respect for The Dreg. Though he opts to disregard the tologran codes against participation in slave ventures, he still maintains a strict sense of personal honor. The Dreg thinks Hanabotse is a devoted personal guard; rather, Hanabotse gives his employer full respect until a better offer presents itself. The PC's might have luck trying to arrange a deal between Hanabotse and Nebbon.

Blue Legion Caji

Muadra, Size/Injury Mod. -1/-1, Ages 20-30

Constitution	9	Strength	9	Speed	10
Social	12	Education	15	Aim	14
Color	16	Learn	14	Spot	10
Isho	16	Agility	10	Listen	11

Moon Skills: Desti 10, Du 4, Launtra 6, Shal 16, Tra 4
Dyshas/Rank: Blinding 12, Body Freeze 6, Faint 14, Lightning Blast 7, Stiff 7
Familiar – Bargain, Contacts (Kithaq), Getting Around (Kithaq), Knife or Staff, Stealth, Tra Sense

The grim-faced, blue-robed minions of Copra Nebbon. These caji command a degree of respect in the city of Kithaq. The service of one of the Legion members draws a high price from merchants and pirate vessels.

Dyte Punks

Muadra, Size/Injury Mod. -1/-1, Ages 15-20

Constitution	11	Strength	10	Speed	14
Social	10	Education	9	Aim	14
Color	13	Learn	13	Spot	13
Isho	15	Agility	13	Listen	12

Moon Skills: Desti 10, Launtra 6, Shal 8, Tra 2
Dyshas/Rank: Blinding 7, Lightning Blast 14
Experienced – Conceal Self, Getting Around (Kithaq), Sling
Familiar – Fast Talk, Knife, Stealth, Tailing, Underground Info

Dreg Condrij

Human, Size/Injury Mod. +0/+0, Ages 18-35

Constitution	13	Strength	14	Speed	11
Social	11	Education	10	Aim 13	
Color	10	Learn	9	Spot	12
Isho	11	Agility	12	Listen	11

Skills:
Experienced – Drinking, Getting Around (Sillipus), Searching
Familiar – Club, Fast Talk, Gaming, Searching, Tailing, Underground Info

These ruffians can barely be called true condrij. Hardly any of them ever served in any militia or military. They swagger with the confidence of their numbers and their boss' approval.

Getting out of the City

There are only two safe routes from Kithaq into the interior: up the Timber Road (controlled by The Dreg), and up the Inland Road (controlled by Nebbon). A few miles outside Kithaq, the PCs will encounter a guard post on either road, each under the control of one of the warlords. It would be possible for a PC group to sneak around the guard posts and get back onto the road, but–unless they have hired a guide–it is more likely that the PC's either won't consider this immediately, or will first run into forces of either Nebbon or The Dreg.

Five caji are posted outside the market, on the Inland Road. Ten Dreg condrij reside in the guard post on the Timber Road. Both of these groups of guards will demand to know the business of anyone moving up the road.

If the Gire assassins are still pursuing the characters, they will make their last-ditch effort to intercept the PC's and dispose of them in the cliff forest. They won't follow the characters into the Inner Reach.

In the Cliff Forests

The following chart should be used for random encounters while traveling through the forest.

Day: 1 or 2 rolls
Night: 2 rolls

1	Entropy vine
2-4	Scragger
5	Cougar
6	Duradon/Tumbernaw vine
7-9	No encounter or travellers (sholari's choice)
10-13	Tarro
14-15	Scrade
16	Puffjaw
17	Travellers*
18	Crystals**
19-20	Spinner tarro

*On a main road during the day, travellers will be either traders or explorers. The sholari can handle such an encounter however she sees fit. If the PC's are not on a major road, or if it is night, ignore this and substitute the puffjaw instead.

**Crystals will be found jutting from cliff walls and outcrops. 1d6 crystals of either Launtra or Shal will be found.

The various creatures of the forest will almost always attack from or be seen up in the trees (at least 15 feet above the floor). The exceptions are the spinner tarro and cougar, which make their homes in the trees but often move about on the ground.

Into the Inner Reach

The PC's will be watched for many miles before coming upon Sardon D'Obreth's village. Most of the farmers in the Inner Reach are loyal to D'Obreth. Word travels fast of the size and kind of any group moving toward his village. The journey from the edge of the forest to D'Obreth's home takes about two days by foot. The PC's can either camp or ask for shelter; courteous characters will be welcomed at most homes. Though the people look simple, troublemaking will not be tolerated and an injury of the Inner Reach people will likely reach Sardon D'Obreth's ears.

The closer the group gets to his village, the more the looks of the land change. Rows of epple vines, source of the berries which are distilled to make the thon limilate, are grown on family farms. Groups of incupods are carefully tended by skilled bio-technicians who seem in all appearance to be simple peasants.

PC's might notice that the farmers and the other travellers on the road seem to inspect them. If any PC's ask about the locals, the sholari may want to mention the scrutiny.

Encounters

Day: 1 roll
Night: 1 roll (2-4 indicates no encounter)

1	Wolf pack
2-4	Farmers transporting goods or livestock
5	Dharmee
6	1d10 panicked thombo coming at PC's

D'Obreth's Village

The player characters may be somewhat surprised at the appearance of the homeland of the great Sardon D'Obreth. No estates or mansions grace the countryside. In their place are small stone and mud brick homes along a one-track dusty road. The only notable sight is a small herd of magnificent horses grazing in an expansive corral.

During the day, residents of the community will be out and about. The population is 48. The inhabitants split their time between raising durlig, working in the epple vineyards, and training with various weapons. Every adult resident is a skilled combatant with many other skills to boot.

The stone home with the horse corral is indeed D'Obreth's residence. PC's inquiring after D'Obreth's location will be pointed towards this building by a smiling villager.

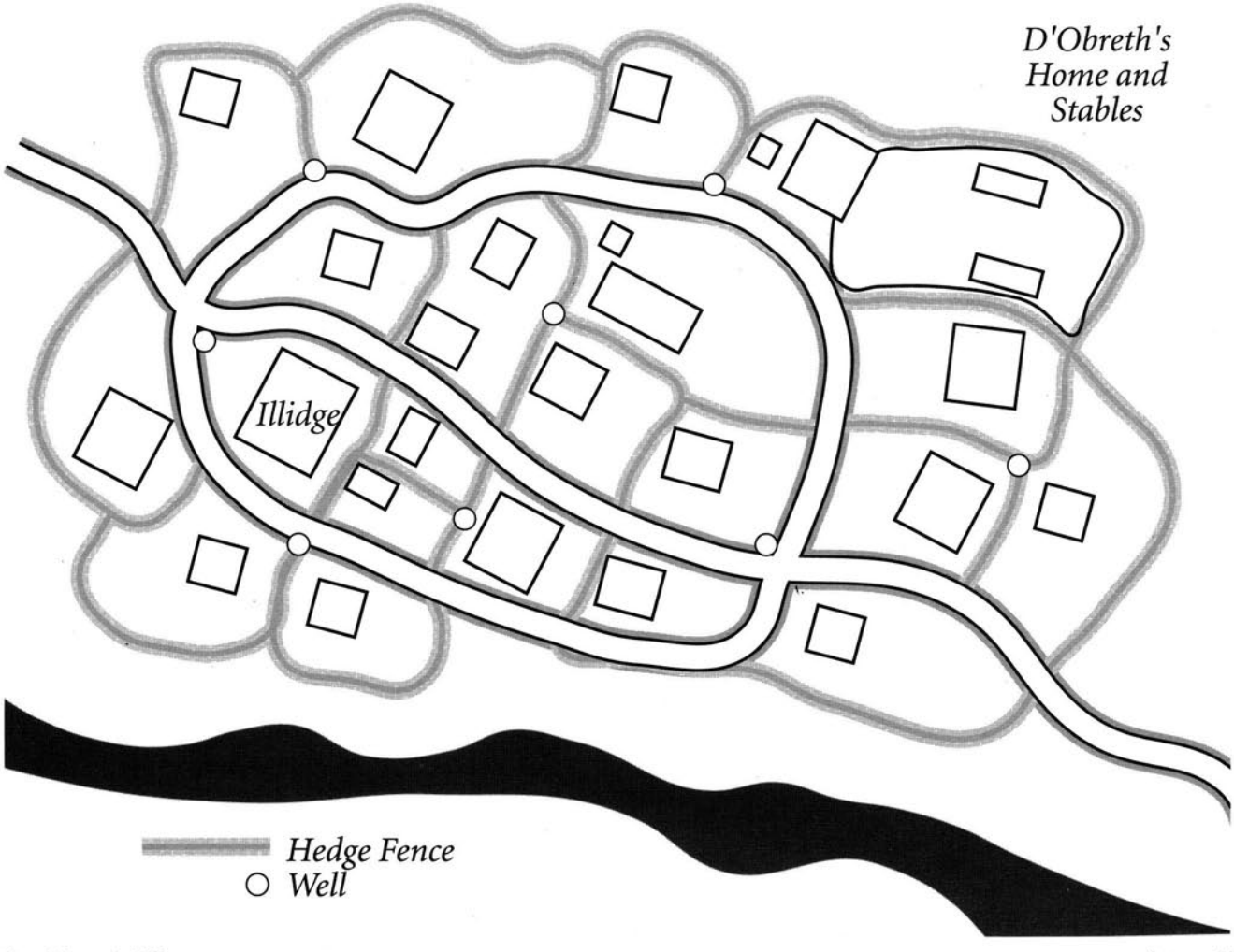
Upon the wooden door of his house is a knocker fashioned out of clear crystals. The knocker is functional and will capture and store any isho released at the front of the house. It contains the equivalent of thirty crystals.

D'Obreth lives with his two daughters, ages 17 and 25. Both are slim, olive-skinned women with long, brown hair. The younger will answer the door regardless of the time of day. She will seat anyone asking to see D'Obreth in the main room and introduce herself as Ash.

She then disappears into the back of the home. During the day, she will reappear and ask the PC's to follow her out behind the home where D'Obreth, looking out at his horses, waits at a table. During the night, D'Obreth will come out of his room to greet the PC's in the fire-lit main room.

D'Obreth will first offer the PCs drinks – tea or Scolian rusper – and ask them to sit. He smilingly ignores anyone who immediately tries to press him into conversation about the ramian documents.

Once the PC's have taken their seats, he asks them what their business is. He will quietly listen to everything the PC's say and answer questions as long as they are asked in a polite manner.



His replies will depend on what the PC's tell him. The following is information that he will divulge if asked or if he needs to fill in blanks for the PC's:

1) "Kado Barre" is an agent of his, using the name of an old friend. The agent was supposed to take the stolen documents, ride *The Dharmac* back to Sillipus, and bring the documents to him.
2) D'Obreth owns a large fleet of trade vessels. The consistent taxing and searching of his vessels at the hands of the Gire spurred him to steal their ship routes and warp location (he will not discuss the details of the original theft).
3) The assassins who have been tailing the PC's are employed by the Gire. D'Obreth will guarantee the PC's safety at his village.

D'Obreth will be happy to talk about almost any subject (especially his horses). He has no qualms about sharing information about his business or his life, but the real issue is bound to come up sooner or later: the documents.

If the PC's ask him about rewards or about the assassins, D'Obreth will lean forward in his chair, look each PC in the eye, and say: "You have some choices to make. I will make my offer; you should carefully consider your options."

D'Obreth's Offer

He will pay the PC's a lump sum of 1500 gemlinks and send them on their way

or

He will let the PC's live out their lives in the vicinity of his village, protected from the Gire assassins

or

He will secure the PC's lifelong safety from the Gire, and give each a gemstar (1000 links) if they agree to help him.

D'Obreth will advise the PC's that though the first option may look the most attractive, he would be "concerned" about the assassins if he were "in their somewhat awkward position." He will tell the PC's that he believes the Gire will not call off their assassins until the PC's are dead.

D'Obreth's Plan

Should the player characters choose option three, D'Obreth beams with glee and tells his daughter Ash to bring more drinks. Sipping on a rusper, he will share his plan with the characters:

The documents are in a code known only to certain powerful members of the Gire. To make certain that the documents contain the routes and warp location, the code must be translated. D'Obreth has arranged for a translator. A ramian Chiven Rachu-eh named Tchak Korad lives on the coast, outside the small town of Doj. D'Obreth casually dismisses any questions as to how he convinced the ramian to translate the code, or even how the Rachu-eh knows the code – "It's not important."

A salu chausis owned by D'Obreth will meet the characters at Tchak Korad's to whisk them out to sea once she has translated the code. Navigating by the documents, the characters are to find the Gire warp.

D'Obreth explains that he must verify the location of the warp. The Gire already have sent word through certain channels that D'Obreth's attempt wasn't successful.

He wants to call their bluff and add a bluff of his own. He will let slip the fact that a ship of his will try to locate the warp. The chausis will easily be able to outrun any Gire ships, but the Gire will certainly follow and bear witness when D'Obreth's ship locates the warp. Additionally, he will let slip the false information that he has a master of Tra who has the ability to destroy the warp.

"Of course, I have no one of such ability," D'Obreth will chuckle. "But they will bite the hook.

"That is your assignment. Take the documents to Tchak Korad and then bring the ship to the warp. The chausis will be manned by salu and sailors in my hire. I cannot afford to send my personal agents; frankly, you are just as qualified and the mission is quite dangerous."

D'Obreth will be open to any suggestions as long as they do not involve his men, and as long as the warp location is verified. He will let the PC's stay in the village as long as they may wish. They are housed in a small wooden building near D'Obreth's home, they are fed, and any wounds they have will be treated by a physician with Medicine and First Aid skills at Experienced Rank.

The town of Doj is approximately two days' walk through the Inner Reach from D'Obreth's village. D'Obreth will lend a pack thombo to the party (but not a horse!).

If the PC's choose either of the first two options the written plot of this adventure ends. If they choose the first, the sholari is encouraged to make the Gire assassins an integral part of the ongoing campaign.

Sardon D'Obreth

Human, Size/Injury Mod. +0/+0, Age 61

Constitution	14	Strength	13	Speed	13
Social	18	Education	16	Aim	15
Color	10	Learn	20	Spot	14
Isho	9	Agility	10	Listen	12

Seasoned: Arithmetic, Bargain, Contacts, Creature Care, Current Events (Sillipus), Gaming, History (Sillipus), History (World), Horse Handling, Language (Entren), Storytelling, Underground Info

Experienced: Bribe, Bureaucracy, Fast Talk, Fauna Recognition (Sillipus), Flora Recognition (Sillipus), Geography (World), Knife, Laser Rifle, Limilate Finding, Limilate Preparation, Lore (Gire), Lothern Handling, Thombo Handling, Write (Entren)

Familiar: Farming, Literature, Philosophy, Weather

Sardon D'Obreth comes from a successful Sillipian family which had a long history of raising domesticated beasts – thombos, lothern, an occasional talmaron, and even a few horses.

D'Obreth himself showed a rigorous intellect and an amazing memory from an early age. He also demonstrated a dominating ego, a controlling personality, and a love of power. By age twenty he had extended his late father's beaster trade into a Sillipus-wide market. By thirty, he had gained almost absolute control over the western inner parts of Sillipus (the Inner Reach).

Currently he trades in multiple commodities all over Jorune. His assets include a fleet of trade ships, including four salu chausis. His horse herd is rumored to have attracted the attention of a few nobles in Ardoth (perhaps even the Dharsage himself). Thon limilate, perfect recos, and various other products are raised by D'Obreth's people within the confines of the Inner Reach. His agents have even discovered a small Earth-tec cache on Sillipus which included a p-pile solar generator.

D'Obreth's vast success stems from his nearly error-free, calculating intellect, and the fierce loyalty he has cultivated from the people of the Inner Reach. He has personally secured the livelihood of many families; his charisma has earned him devoted followers. Highly trained D'Obreth agents can be found in many port cities all over Jorune.

As much as he is protective and beneficent to his people, he is ruthless to his enemies. Threats, blackmail, and murder are all means which he has employed to reach his ends. Retribution from D'Obreth comes swiftly and without mercy.

Recently, he has cultivated an interest in human history. He has collected as much information as he can on human lore, reaching as far back as he can. With only limited sources, his genius has had flashes very close to the truth about Earth and the Jorune colony. He has preached a vision of a human renaissance on Jorune. Occasionally, he even extends his vision to include a pure human domination of the planet. He considers native Joruni life, especially the shantha, to be roadblocks in the way of human progress. He tolerates the Iscin races and the human variant races, but ultimately thinks they belong in a subservient position to full-blooded humans.

Filled with ideas about planetary conquest and speculations about the nature of humankind, Sardon D'Obreth will seem an eccentric, though pleasant, individual. He never shows anger or disturbance. His control of his own emotions is as thorough as his control over his business. Someone who truly angers him will never know it until later, when surrounded by numerous, armed mercenaries.

D'Obreth respects intellect, vision, and true power used with discretion. He despises loudmouths and idle threats. He will protect his daughters, his horses, and his people with total devotion.

D'Obreth is a bronze-skinned, balding man in good physical shape. He wears simple, simra-vintch clothing and has a calm, comfortable look about him.

Cela D'Obreth

Human, Size/Injury Mod. +0/+0, Age 25

Constitution	16	Strength	14	Speed	16
Social	12	Education	13	Aim	14
Color	10	Learn	15	Spot	14
Isho	9	Agility	16	Listen	13

Relevant Skills:
Seasoned – Horse Handlinge, Language (Entren)
Experienced – Bow, Creature Care, Farming, Knife, Tracking
Familiar – Conceal Self, First Aid, Foraging, Laser Rifle, Limilate Finding, Limilate Preparation, Searching, Stealth, Wilderness Travel

Cela is her deceased mother's daughter more than D'Obreth's. She is strong, agile, and quick, a true Inner Reach plainswoman. She is smart but not as sociable or devious as her father or her younger sister. Cela speaks with a soft raspy voice and rarely meets the gaze of others. If she does, it usually means she's angry.

She is the main tender of the horses and a superb rider. She has little interest in the intercontinental affairs of her father, though she loves and respects him.

Ash D'Obreth

Human, Size/Injury Mod. +0/+0, Age 17

Constitution	12	Strength	10	Speed	11
Social	16	Education	13	Aim	11
Color	14	Learn	17	Spot	13
Isho	10	Agility	13	Listen	12

Seasoned – Language (Entren)
Experienced – Farming, Fast Talk, Limilate Preparation, Storytelling
Familiar – Arithmetic, Bargain, Bow, Conceal Self, Creature Care, Current Events, First Aid, Foraging, History (Sillipus), Knife, Lore (Sillipus), Searching, Stealth, Tracking, Wilderness Travel, Write (Entren)

With time and the proper environment, Ash may even be more slick and business-wise than her father. She takes an active interest in her father's business dealings, an interest which he supports. Sardon hopes to turn over the family estate to Ash when he is too old to handle it.

The PC's would be wise not to upset Ash. The combination of her youthful inexperience and impulsiveness with her power and intelligence make her more unpredictable and more dangerous than her father. She angers more quickly than D'Obreth, and becomes much more emotionally involved with possible business concerns.

Ash has a winning smile and speaks with a pleasant, even voice. She is quite attractive by Sillipian standards.

Adult Village Residents

Human, Size/Injury Mod. +0/+0, Ages 20-50

Constitution	15	Strength	14	Speed	13
Social	13	Education	12	Aim	14
Color	10	Learn	12	Spot	13
Isho	11	Agility	14	Listen	12

Experienced – Bow, Farming, Knife, Limilate Preparation, Staff

Familiar – Conceal Self, Creature Care, First Aid, Foraging, Searching, Stealth, Tracking, Wilderness Travel

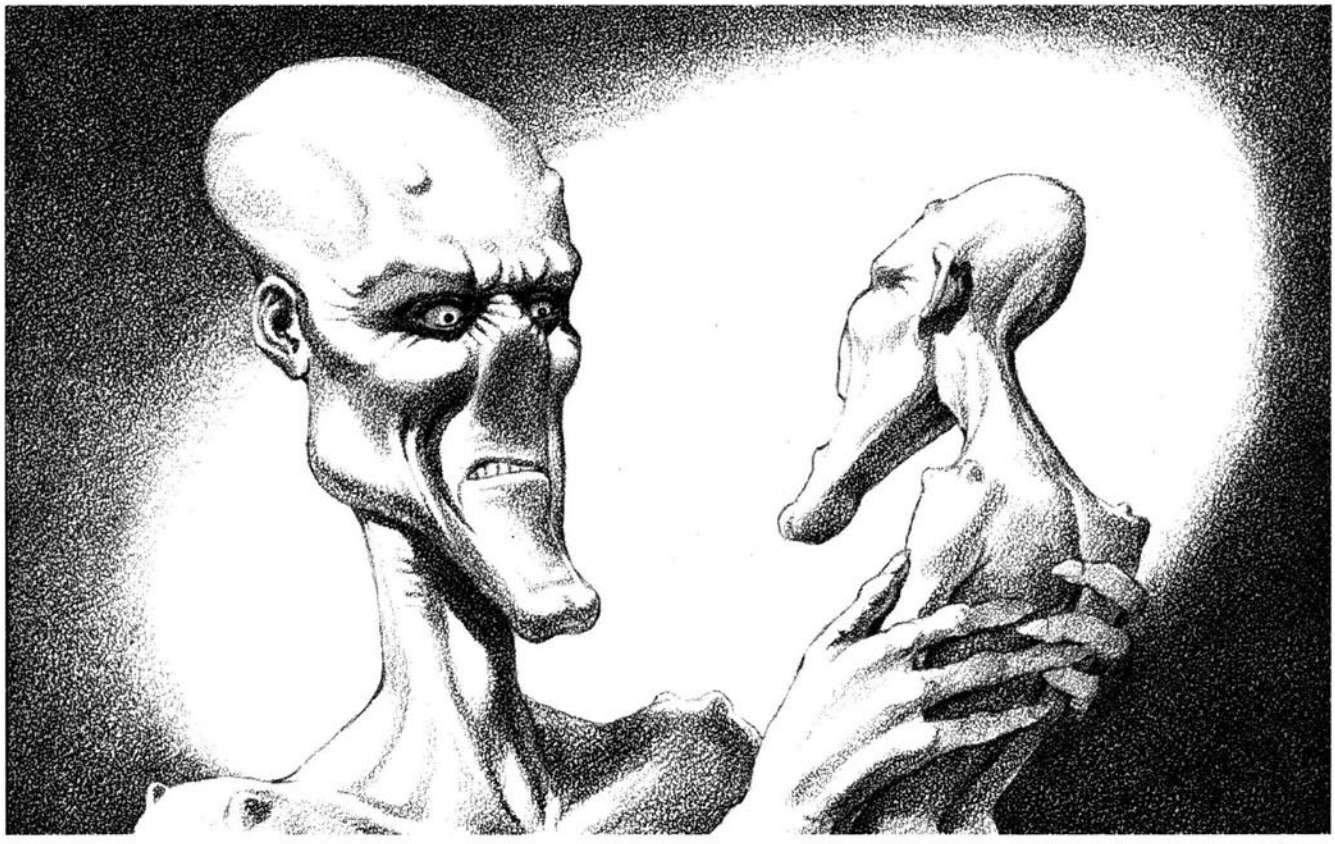
Tchak Korad

Tchak Korad makes her home a mile outside the small human fishing village of Doj. A tiny unnamed inclep in Doj has one room for travellers at 10 gemules per night. The people of Doj are friendly and almost anyone in the community can tell the PC's the location of Tchak Korad's home – they seem to have respect for the ramian.

Tchak Korad's one-room hut sits no more than a minute's walk from the surf, on a grassy knoll overlooking the sea. When the PC's arrive at her door, Tchak Korad will invite them in and ask them if they came from D'Obreth. PC's knowledgeable about ramian will notice the prominent purple streaks on her temples – the sign of the Rachu-eh.

Once given the documents, she will study them carefully for a few moments then turn to the PC's and say in her rasping Entren, "Yes. These are what D'Obreth wants."

She will jot down coordinates and hand them to the PC's. "These are for the ship captain. The chausis should arrive tomorrow morning."



Tchak Korad with her daughter

Tchak Korad will let the PC's stay at her one-room beachfront cabin, though they will have to sleep either outside under the front awning or on the floor. The ramian herself sleeps in a long hammock.

Like all ramian, she is not sociable by human standards; she will, however, answer general questions about Voligire and Rachu-eh. She will decline to discuss D'Obreth or her reasons for being involved in the ploy against the Gire. If pressured or asked more than only a few questions, she will silently leave to do work on her fishing lines.

Early in the morning, before sunrise, four ramian chiveer will pull up on the shore in a dingy. A Gire ship sent them from a ramian harbor up the coast. Though the Gire don't know that the PC's are at Tchak Korad's (or about the Rachu-eh's involvement with D'Obreth), they wished to threaten her and make sure she remained silent.

A PC posted as watch will hear the Gire with a Listen roll at -3 bonus. PC's sleeping outside get a normal Listen roll to wake up and hear the hushed voices of the chiveer and the sounds of a boat being pulled up on the shore.

Otherwise, unless characters stated they are remaining awake inside the cabin, they won't wake until the chiveer knock at the door. If PC's are awake inside, they get a Listen roll with a +2 penalty to hear the approaching Gire.

Tchak Korad will awaken with the PC's at that time and approach the door (she expects it to be someone from D'Obreth's chausis). Unless stopped, she will open the door and the snarling chiveer will spot the PC's.

If the Gire see the PC's they will immediately attack, pushing past Tchak Korad. She will stumble back into the room and grope for her hardsword, joining the combat if possible.

Presuming the PC's survive, the chausis will arrive in three hours. A rowboat sent from the chausis carries the salu captain, two armed sailors, and a ramian child. The child happens to be Tchak Korad's daughter, recently rescued from the Gire back at Voligire.

Unless Tchak Korad was killed in the battle, the union will be a tender one for the two ramian – the mother, expressionless, will touch her daughter on both temples. Tchak Korad will thank the salu captain and the PC's, and then go back into her home with her daughter.

The salu will introduce himself as Thels Hykin. He advises that the PC's board his ship immediately and that they get under way to the warp location.

Non-player Characters

Tchak Korad

Ramian, Size/Injury Mod. +1/+1, Age 62

Constitution	12	Strength	10	Speed	14
Social	8	Education	9	Aim	15
Color	NA	Learn	17	Spot	12
Isho	NA	Agility	16	Listen	13

Natural Armor	Leather
Bola	13
Crossbow	14
Fist	9
Kick	12
Two-Handed Sword	16
(ramian hardsword, +1 to injury)	

Seasoned – Language (Rorch-ko), Lore (ramian)
Experienced – Bargain, Language (Entren), Underground Info
Familiar – Sailing, Weather

Tchak Korad's father invented the current Gire code under pressure from the Gire. She herself has lived in the small hut near Doj since her father died under Gire hands. Her daughter was taken from her five years ago and sent back to Voligire. She was promised if she ever revealed the code to anyone, her daughter would be killed.

Sardon D'Obreth came to her and offered to retrieve her daughter and guarantee their lifelong safety if she helped him break the code. She agreed.

Tchak Korad has been Rachu-eh for many years, as her father was. As with all the Rachu-eh, she is calm and her voice is without inflection. Her movements are slow and graceful, although she can move quite fast if necessary.

Gire

Ramian in Chiveer

Size/Injury Mod. +1/+1

Constitution	16	Strength	16	Speed	14
Social	1	Education	9	Aim	14
Color	NA	Learn	7	Spot	13
Isho	NA	Agility	14	Listen	12

Natural Armor	Leather
Adv	+ 2
Two-Handed Sword (hardswords, +1 to Injury)	14
Fist	8
Kick	8
Jump	14
Swim	8

The Final Chase

Thels Hykin, the salu captain, will escort the PC's out to *Hykin's Arrow*, a fine, fully-rigged chausis. Nine salu and eleven human sailors make up the high-quality crew.

Once aboard, Hykin formally introduces himself to all the PC's. He welcomes the characters to his ship and expresses his opinion that the mission, though dangerous, will go smoothly. He says that the Gire ships will be waiting to the south and west – D'Obreth had agents leak the information the day after the PC's left his village.

He explains that he may need the PCs' help during the voyage: "When we get to the warp, you'll need to fool the ramian into thinking we've got a way to close it down. And we are likely to need a few extra hands later when we get some incoming fire from the Gire."

By this time, *Hykin's Arrow* will be swiftly moving away from the coast out into open waters. Captain Hykin will ask to see Tchak Korad's route plottings. He will spread out mapsheets, make plots against a few of the risen moons, and declare a heading to the helmsman.

Meeting the Gire Blockade

After 3d6 hours of travel to the south, the topsail post will cry out, "Line of ships, dead ahead!"

Soon, eight large vessels will come into view for those present on the deck. The ships fly Gire colors – black, violet and grey. Captain Hykin will instruct the sailors to unfurl all the mainsails and tells the helmsman to veer north of the blockade line. The Gire ships, still at quite a distance, begin changing course to intercept *Hykin's Arrow.* For thirty minutes, the ship tries to avoid the approaching Gire. In another fifteen minutes, three more Gire ships, under full oar, come close enough to fire catapults. Each Gire ship will fire one catapult shot before *Hykin's Arrow* pulls out of range. The catapult shots come in the form of large, flaming stones.

Consult the following tables for possible hits:

Roll once for each catapult shot

1-3	Miss – a fiery splash in the water sends up steam clouds
4-5	Hull hit
6	Deck hit (roll below)

Roll once for each deck hit

1-2	Rigging hit
3	All evade the shot, count as hull hit
4	1d3 crew member hit
5	1d6 crew members hit
6	PC or Captain hit (randomize for # of PC's and add Captain)

Hull Hit

Regardless of where the hit is, it will require immediate attention to dowse possible fires and control leakage. The PCs will be expected to help with such attention. Every PC without Sailing skill risks injury when dealing with the hull hits. Have the PC roll on Agility. A failure indicates he suffers Superficial wounds to the hands. If the PC's refuse to help, the ship will slow and the Gire will get one more shot per hull hit.

Rigging Hit

The catapult shot rips through sails and ropes and possibly damages a mast. The sailors will cut loose flaming sails and the ship will slow. For each rigging hit, the Gire will stay close enough for one more catapult shot. Five such hits will incapacitate the chausis.

Crew Members Hit

A direct hit will either kill or severely injure crew members. For every two crew members down, the ship will need a replacement crew member or slow enough for one more Gire catapult shot. A PC with Sailing skill need only make a skill check at -4 bonus to help. PC's helping without Sailing skill will need to make an Agility Check at +2 or do no good. A 1 on the roll indicates a miserable failure and the character will suffer a Minor wound to the head from falling or colliding with rigging.

PC or Captain Hit

The PC's and Captain may roll vs. their Agility to avoid a direct hit from the catapult stone. Individuals hit suffer Falling Object +3 damage plus an additional roll on the Fire Touch Dysha chart.

If one of the PC's has experience as a ship captain, the sholari may want to "arrange" the injury of Captain Hykin to add to the excitement for the PC's.

The Dharmac *Again!*

After *Hykin's Arrow* pulls away from the pursuing Gire ships, Captain Hykin (if alive) will slow the ship's pace down enough to keep their distance, but allow the Gire to follow. Another ship that was not in the first Gire group begins to close that distance.

At this point, the warp is less than an hour away.

Captain Hykin will glance through a spyglass at the ship and declare that he recognizes it to be the ship of a North Khodren smuggler. Any PC's who take a look through the spyglass will immediately recognize the ship as *The Dharmac.*

The Dharmac was commandeered by the Gire (although the Dawllis brothers still man it) for the purpose of catching *Hykin's Arrow.* Under normal circumstances, the chausis could outmaneuver and subsequently outdistance *The Dharmac.* On this straight shot, however, Sharo Dawllis' boasts about his ship's speed seem to be well-founded (especially if the *'Arrow* suffered any hull or rigging hits from the Gire catapults).

The Dharmac will get four chances to close before the two ships reach the warp. The Gire on board *The Dharmac* want to nestle up alongside the chausis in order to board it, since *The Dharmac* has no long-range weaponry to fire at the chausis.

Captain Hykin or whoever is in charge of the *'Arrow* will need to make four rolls vs. Sailing Skill at +7 penalty to avoid contact with *The Dharmac.* If *The Dharmac* successfully closes, the two ships will have at least one round of near (15' and under distance) contact. Twelve ramian Gire chiveer are waiting to jump across the gap to the deck of the chausis and slaughter all on board. Each round of near proximity, three Gire will attempt the leap – roll vs. the Gire jumping skill for each. Failure results in a fall into the water, between the ships. At the end of the first and subsequent rounds, the captain of the chausis can make a Sailing skill check with a +5 penalty to disengage the two ships.

The battle between the two ships can rage for as long as the two ships remain in contact – remember, *The Dharmac* will only have four chances to close. The PC's will be expected to take the brunt of the Gire attackers. The sailors will defend themselves if necessary, but they must stay at their posts to keep the chausis moving swiftly and maneuvering at its best.

The Dharmac will pull away if all the Gire chiveer are lost, either dead or fallen in the ocean. The ship will fall back into the line of Gire ships following *Hykin's Arrow.*

At the Warp

Finally, the warp will come into view, rising out of the waves. Through it can be seen the choppy, white-capped waves off the Voligire coast.

Hykin's Arrow will pull up right in front of the warp, drop sails, and lower anchor. The Gire ships will surround the warp and the chausis and the lead Gire vessel, *Kada Kanatch* ("Wash of Blood"), will come forward into parley range with the chausis. Captain Dochen Adi of the *Kada Kanatch* will call out to the *Hykin's Arrow* in decent Entren.

The crew of *Hykin's Arrow* will turn to the PC's at this point. The PCs' job is to convince the Gire that they can shut the warp down. Fast Talk, Bargain, Acting or even Oratory skills will be applicable to the encounter as long as the players role-play the skills appropriately. If a muadra character is on board, the PC's will get a -2 bonus on all rolls. To fool the Gire, the PC's must have at least 3 successful rolls vs. any skill of any PC and not more than three failures (don't let the PCs know these quantities, of course). Unless a PC has a successful roll against his ramian Interaction skill, he won't know whether or not the Gire are buying into the deception – ramian show so little in terms of emotional response. If one PC has a successful skill check, he receives a -1 "on-a-roll" cumulative bonus for the next check and further checks until he makes the three or fails, i.e., if the character has had two successful checks the next roll will be with a -2 bonus; if he fails that roll, the bonus will reset to 0.

The sholari should make the PC's role-play the discussion with the Gire to the fullest, though ultimately the outcome will hinge on the characters' skills. A sholari could give bonuses on rolls for good role-playing. This is the adventure finale; it should be tense and frightening for the players if at all possible.

Should the PC's fail to convince the Gire that they can shut the warp down, they'll either have to face the eight Gire ships (certain death) or try to make an escape through the warp. Such a route would put them in Gire home waters, and would take them out of the scope of this adventure.

Non-player Characters

Captain Thels Hykin

Salu, Size/Injury Mod. +0/+0, Age 46

Constitution	16	Strength	13	Speed	11
Social	12	Education	9	Aim	11
Color	9	Learn	13	Spot	13
Isho	5	Agility	13	Listen	15

Seasoned – Language (salu), Sailor, Shipwright
Experienced – Fishing, Geography , Language (Entren), Lore (sea), Staff, Storytelling
Familiar – Current Events, Knife, Language (Thowtis), Traveller
Climb Rope +2, Swim +3, Interaction (Human) +5

Sailors

Human

Size/Injury Mod. +0/+0, Ages 21-40

Constitution	14	Strength	13	Speed	12
Social	13	Education	11	Aim	12
Color	11	Learn	12	Spot	14
Isho	10	Agility	13	Listen	11

Salu

Size/Injury Mod. +0/+0, Ages 17-36

Constitution	12	Strength	12	Speed	11
Social	10	Education	5	Aim	10
Color	9	Learn	6	Spot	10
Isho	8	Agility	11	Listen	12

Seasoned – Language (own)
Experienced – Geography (World), Language (shipmates'), Sailor
Familiar – Interaction (Each race has the other at a bonus of +3), Knife, Shipwright, Storytelling
Climb Rope +2, Swim+3

Gire

Ramian

Size/Injury Mod. +1/+1

Constitution	16	Strength	16	Speed	14
Social	5	Education	9	Aim	14
Color	NA	Learn	10	Spot	13
Isho	NA	Agility	14	Listen	12

Natural Armor	Leather
Advantage	+ 2
Two-Handed Sword (hardswords, +1 to Injury)	11
Fist	7
Kick	7
Jump	12
Swim	8

Conclusion

If all goes well, the Gire will grudgingly pull their ships away after being fooled by the PC's. The PC's may return to the Inner Reach to claim their payment from D'Obreth. He will be overjoyed to see them and a great feast will be waiting.

Over the next month, D'Obreth will negotiate terms with the Gire. He will indeed secure the PCs' safety. He will also make a good deal with the Gire to smuggle daij into Burdoth. The Gire will have learned to respect their former human rival.

The PC's may wish to follow up on certain parts of this adventure. They may return to Kithaq to do mercenary work for either of the warlords. D'Obreth may be persuaded to take the PC's into his organization, though they may become more and more uncomfortable with D'Obreth's vision of a human "rebirth" on Jorune. The PC's may even want to explore the strange cliff forest – they may be able to locate shanthic ruins.

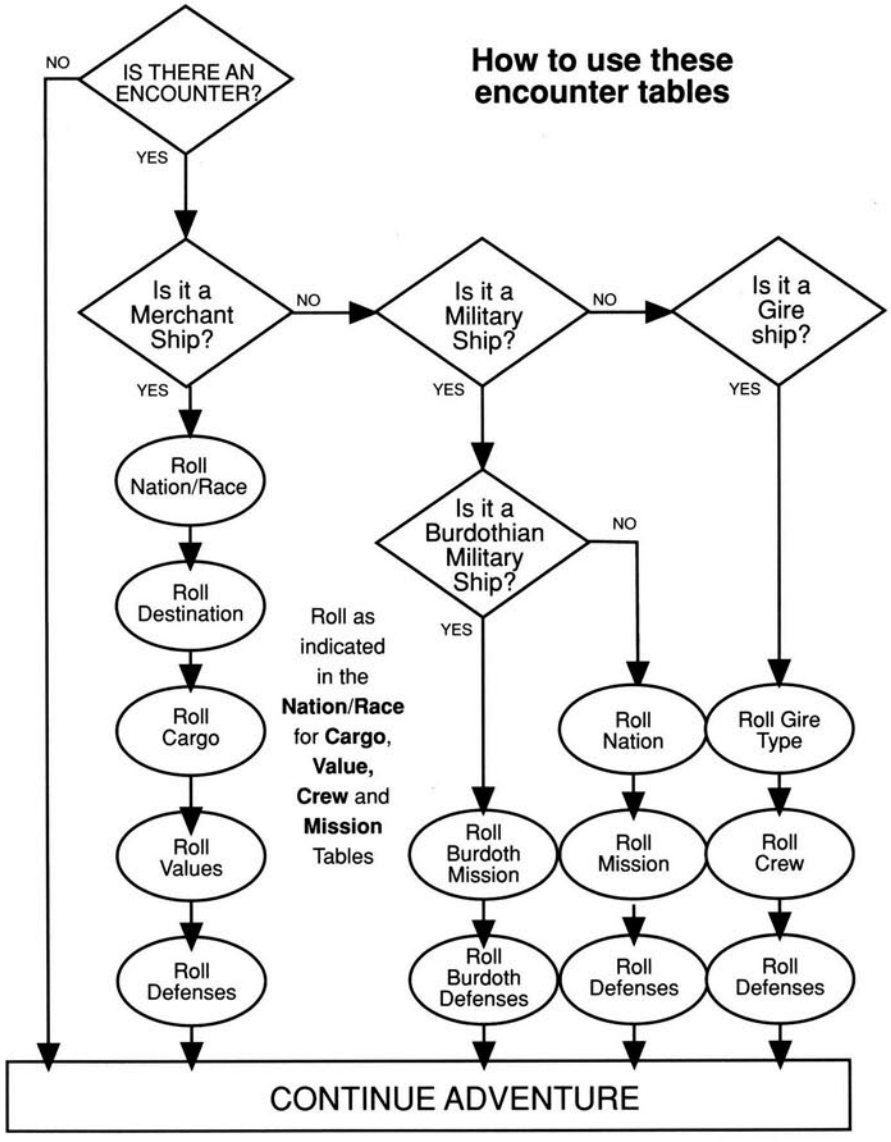
ENCOUNTERS AT SEA

As you follow the scenario for Gire of Sillipus, you may find your players need some extra spice to either make the voyage to Sillipus more exciting, or they may decide to try their hand at piracy on the high seas of Jorune.

The following tables should help you generate a ship (with registry and destination), a crew, cargo, and enough informaton on the ship's defenses and some possible complicatons of the at-sea meeting.

We suggest you create a couple of ships in advance of the actual game so you aren't caught off guard when the encounter is needed.

The ships are provided with basic Constitution, which is the amount of damage the ship can take before it begins to sink..



Encounter (1d20)

1	No Encounter
2	Burdothian Military
3	Merchant
4	No Encounter
5	Military
6	Merchant
7	Military
8	Merchant
9	Merchant
10	No Encounter
11	Military
12	Gire
13	Merchant
14	Military
15	Gire
16	Merchant
17	Gire
18	Military
19	Gire
20	Gire

Nation/Race (1d20)

1 Burdoth
2 Jasp
3 Khodre
4 Heridoth
5 Ros Crendor
6 Lundere
7 Dobre
8 Jasp
9 Burdoth
10 Thantier
11 Tan Iricid
12 Anasan
13 Voligire
14 Sharden
15 Burdoth
16 Jasp
17 Sillipus
18 Thivin
19 Salu
20 No flag

If there is no flag, roll again and treat as *victim* of a recent Gire attack. Cargo rolls are one fifth of the indicated roll. Defense rolls are one tenth of the indicated roll.

Destinations (1d20)

1 Ardoth, Burdoth
2 Mar, Burdoth
3 Essejee, Budoth
4 Sychill, Burdoth
5 Obiss, Ros Crendor
6 Carissey, North Khodre
7 Aylon Newport, Jasp
8 Chaln Imagri, Temauntro
9 Thantis, Thantier
10 Ponteer (overland to Sea of Cerridus)
11 Rhodu, Anasan
12 Tlon, Dobre
13 Vinteer, VoliGire
14 York, Heridoth
15 Dowsen, Heridoth
16 Essejee, Burdoth
17 T'sulya, Isle of Reet
18 Delsha
19 Sallay, Sillipus
20 Unknown - captain was to rendezvous with employer to learn destination; roll again to find location of employer. Disregard duplicate rolls.

Cargo (1d20)

1 1d6 pieces black market Earth-tec (1d6) - value at -4
- **1** Weapon (1d6)
  - **1** field ram rifle
  - **2** field ram pistol
  - **3** pulsar rifle
  - **4** pulsar pistol
  - **5** blaster rifle
  - **6** blaster pistol
- **2** 4+3d6 energy cells
- **3** 1d3 readers
- **4** 2+2d6 cork tins
- **5** 3d6 spools for reader
- **6** 1d3 personal trinkets (roll 1d6)
  - **1** self-sanitizing drinking cup
  - **2** direction finder
  - **3** personal alarm
  - **4** non-powered binoculars
  - **5** hand warmer
  - **6** foot warmer

2 4+2d3 Artifacts (roll 1d6) - value at -3
- **1** Earth colony
- **2** Lamorri
- **3** Shanthic
- **4** Early Thantierian
- **5** Burdothian
- **6** Heridothian

3 10+2d6 Weapons (roll 1d6 for type) - roll for value
- **1** Crossbows
- **2** Bows
- **3** Polearm
- **4** Swords
- **5** Knives
- **6** Clubs

4 5+3d6 crystals (2d6) - value rolls at -2
- **2** white
- **3** blue
- **4-5** yellow
- **6-7** green
- **8-9** orange
- **10** red
- **11** brown
- **12** clear

5 4+3d6 kilos of limilates (1d6) - value rolls at -1
- **1** Thon
- **2** Ambreh
- **3** Arrigish
- **4** Authew-tie
- **5** Gawdieth
- **6** Shirm-eh

6 3+4d6 kegs of rusper - roll for value

7 4+4d6 incupods - roll for value

8 4+4d6 trades tools (1d6) - roll for value
- **1** Armory
- **2** Carpentry
- **3** Pottery
- **4** Masonry
- **5** Tanning
- **6** Farming

9 4+4d6 bales of unprocessed plants (1d6) - roll for value
- **1** Simra vintch
- **2** Hilc
- **3** Durlig
- **4** Hemp
- **5** Burl grass
- **6** Shirm-eh

10 Black Market items (1d6) - value rolls at -2
- **1** Earth-tec (roll as above)
- **2** Daij
- **3** Shirm-eh
- **4** Sheeja
- **5** Sculpted crystal (2d6)
  - **2** White
  - **3** Blue
  - **4-5** Yellow
  - **6-7** Green
  - **8-9** Orange
  - **10** Red
  - **11** Brown
  - **12** Clear
- **6** 2+2d6 slaves (reroll if bronth ship)

11 Garments (1d6) - roll for value
- **1** Keshtia clothing -2 to value
- **2** Kesht clothing -1 to value
- **3** Drenn clothing
- **4** Tauther clothing +1 to value
- **5** Toth clothing +2 to value
- **6** Used clothing gathered for repair or rags +3 to value

12 Houseold goods (1d6) - roll for value
- 1 Collection of 3d3 spices -2 to value
- 2 Preserved fine foods -1 to value
- 3 Quality cookware
- 4 Crockery (plates, bowls, mugs, etc.)
- 5 Mismatched eating and serving utensils -1 to value
- 6 Cleaning materials (mops, brooms, etc.) -2 to value

13 Jewelry (1d6) - roll for value
- 1 Kim's buckle -1 to value
- 2 3d3 pieces of keshtia jewlry -1 to value
- 3 2d3 pieces of awards/metals
- 4 2d6 pieces of thivin jewelry
- 5 1d6 pieces of thivin student jewelry +1 to value
- 6 3d6 pieces of costume jewelry +2 to value

14 1d3 boxes of money - roll for value

15 Books (1d6) - value rolls at -3
- 1 1 thriddle *Book of Sciences* (in Triddis)
- 2 1 thriddle *Atlas of Jorune* (in Triddis)
- 3 3d3 copies *History of Burdoth* (in Entren)
- 4 3d6 copies of *Those you will Meet* (in Entren)
- 5 3d6 copies of trashy novels -1 value
- 6 3d6 copies of sheet music -2 value

16 Passengers (1d6)
- 1 Ambassador (roll under nation for country) -4 value
- 2 Aristocracy (roll under nation for country) -2 value
- 3 Merchant supervising fleet -2 value
- 4 2+1d6 family members voyaging to join loved one +2 value
- 5 Servants +3 value
- 6 1d3 stowaways +4 value

17 Documents (1d6)
- 1 Handwritten glyphs (unknown code) +2 value
- 2 2d3 language cards - 20 common phrases (1d6 for each)
  - 1 Entren to Triddis -2 to value
  - 2 Entren to Rorch-ko -2 to value
  - 3 Entren to Thowtis -1 to value
  - 4 Entren to Boru -1 to value
  - 5 Entren to Chaun-tse
  - 6 Woffen to Triddis +1 to value
- 3 Danstead guide - roll on Destinations for locaton covered
- 4 Pages torn from a journal (in Triddis) +1 to value
- 5 Invoices from last three cargos on this ship
- 6 Several pages of higher math notation (in Triddis)

18 Tools (1d6) - roll for value
- 1 2d6 X 20 yards of rope
- 2 Grindstone
- 3 Picks and shovels
- 4 Wheelbarrow
- 5 Fishing nets
- 6 1d3 plows

19 Food (1d20) - roll for value

20 Broken weapons and equipment, being returned for salvage or repair. Value roll at +4

Value (1d6)
- 1 very valuable (worth 2+3d6 gems)
- 2 valuable (worth 1+2d6 gems)
- 3 fair value (worth 1+1d6 gems)
- 4 meagre value (worth 4+3d6 gemlinks)
- 5 fringe value (worth 2+3d6 gemlinks)
- 6 virtually no value (worth 4+1d6 gemules)

Merchant Defenses (1d6) then roll Crew Weapons
- 1 4+2d6 crew and fighters with 10+1d6 weapon skill each
- 2 3+2d6 crew and fighters with 8+1d6 weapon skill each
- 3 2+2d6 crew and 2d6 fighters with 6+1d6 weapon skill each
- 4 2+2d6 crew with 4 +1d6 weapon skill each
- 5 2+1d6 crew with 3+3d3 weapon skill each
- 6 2d6 crew with 3+2d3 weapon skill each

Crew Weapons (1d6 for each defensive NPC)

1 crossbows
2 bows
3 polearm
4 swords
5 knives
6 clubs

Military Mission (roll 1d20)

1 going to raid Gire city in Sillipus
2 going to raid Gire village
3 going to retrieve cargo from crashed Jaspian airship
4 returning from escorting merchant to safe port
5 carrying ransom for captured noble/commander
6 returning from exhanging prisoners with Gire
7 returning captured ramian Gire for trial
8 patrolling for Gire to protect shipping
9 carrying special message to spy
10 carrying codes to outpost
11 carrying fresh weapons for outposts
12 carrying damaged weapons and equipment for repair
13 carrying newly caught talmaron for training
14 carrying newly caught thombo for breeding
15 carrying fresh troops to outpost
16 returning after scouting uncharted territory
17 returning after delivering replacement troops
18 returning after delivering supplies
19 returning wounded soldiers for treatment
20 returning plague victims to isolation camp

Military Defenses (1d6)

1 4d3 archers with 1d6+10 skill each
2 3d3 archers with 1d6+4 skill each and 2d3 spearmen with 10+2 skill each
3 2d3 archers, 2d3 swordsmen and 2d3 military caji (except Thantierian) with 1d6+7 skill each
4 2d3 archers, 1d6 spearmen and 2d3 swordsmen, each with 2d3+4 skill each
5 1d3 archers, 2d3 swordsmen and 2d3 clubbers with 1d6+6 skill each
6 2d6 sworsmen and 2d6 clubbers with 1d6+5 skill each

Burdothian Military Mission (roll 1d6)

1 carrying Earth-tec to Burdoth
2 carrying replacement troops and supplies for outpost
3 patrolling for Gire
4 returning from escorting ship to port
5 returning to Burdoth with tired troops after dropping off fresh troops
6 returning to Burdoth with broken equipment amd weapons

Burdothian Military Defense (roll 1d6)

1 2d3 Earth-tec armed drenn
2 5+3d6 caji infantry
3 5+3d6 boccord fighters
4 1d3 talmaron troops with Earth-tec
5 salu fighters
6 subtract 1d3 then roll again

Gire (roll 1d6)

1-3 Ramian captain, 4+3d3 ramian, 3+2d3 trarch in crew; as Volligire ship
4 2d6 Ramian (including captain) plus 5+2d6 other races; as Sillipian ship
5 Non-ramian captain, 3d3 ramian, plus 2+3d3 other races; as Sillipian ship
6 Cleash ship

Nations

Anasan

Flag: Long orange banner with green leaf of gurst tree
Cargo: 2+2d3 on Cargo tables
Value: +1 value rolls
Ship Style: Salu chausis, loo raum, Lunderi sloop
Constitution: 17+2d6
Crew: 3d3 woffen, 1d3 of other races.
Defense: 3+1d3 rolls on Defense Table
Trading Style: Anasani traders are new in the larger shipping world, but have established themselves as reliable conveyers of other people's goods. Native Anasani products would include fruits and vegetables from the Trinnu and Anasani jungles, a processed 'travel fish' that has become popular with overland caravans, timber, slate and a good tasting hilc that grows wild on the fringes of the Trinnu. To make your deal sweeter, offer some good stomeh to the captain.

Burdoth

Flag: Red Dharsage banner, gold trim
Cargo: 4+1d6 rolls on Cargo Table
Value: Roll -1 value Table for each cargo item
Ship Style: Salu Chausis
Constitution: 25+3d6
Crew: 2+1d6 rolls on Crew Table
Defense: 3+1d3 rolls on Defense Table
Trading Style: Mixed crews of human, muadra, boccord, woffen, and salu; drenn commander with tauther captain is normal. Half of crew is tauther. Roll 1d6 for race of Captain with Social of 13. Captain will respond to first speaking PC or NPC according to roll against Social, with appropriate interraction modifier.

Cleash

Flag: None. Huge black mast on ship
Cargo: 1+1d3 on Cargo Table (passengers assumed captives)
Value: Roll -3 value Table for each cargo item
Ship Style: Cleash k'crikss ship
Constitution: 30+3d6
Crew: 2+1d6 cleash, 4+4d3 scarmis
Defense: cleash each with 8+1d6 capsules, 10+1d6 Strength and Constitution, 12+1d6 crossbow
scarmis each 9+1d6 spear, 8+1d6 needle swords (damages kinve -2)
Trading Style: Cleash have little interest in commerce; they move for information, to war, to find warpsites or to flee. Cleash will use the heavy prow of their dark ships to ram any ship that approaches. Prior to ramming, 2d6X2 scarmis are trained to plunge into the water (they are excellent swimmers) and swarm onto enemy ships immediately after the k'crikss collides with its target. If you can search the ship, cleash ships can be counted on to carry 4d6 cleash eggs, plus 4+3d6 capsules.. Cleash will not prusue a fleeing enemy at sea unless they fear the enemy has easy access to reinforcements.

Dobre

Flag: Scarlet, white and the seven moons
Cargo: Weapons, timber, ores and 2+2d3 rolls on the Cargo Table
Value: -1 on Cargo rolls
Ship Style: Loo raum or captured ramian Gire frigate
Constitution: 30+2d3
Crew: 3+3d3 bronth; 1d6 of other races
Defense: 3+1d3 rolls on Defense Table
Trading Style: Bronth captains are firm, businesslike and scrupulously honest. They expect the same of those with whom they deal. They will refuse cargoes of slaves. Bronth harbor a protective fondness for awthew and will often have one or two on board to prevent the woffen from drinking and to provide good fortune on a voyage. These 'pet' woffen are avoided by Lunderian and Anasani kin. It is considered good manners to offer a bronth fresh water and peeled haspill before entering into trading discussions; if they are unable to offer something comparable they will consider a debt incurred and seek to repay the gesture as soon as possible.

Heridoth

Flag: Silver and scarlet pennants
Cargo: 3+2d3 on Cargo
Value: As indicated by cargo
Ship Style: Old Heridothian warships, captured loo raums or chausis
Constitution: 20+2d6
Crew: 12+3d3 misxed races (no bronth)
Defense: 3+1d3 rolls on Defense Table
Trading Style: Heridoth is still recovering from the Energy Weapons War and trades for food and raw

materials. In recent years a number of boccord have immigrated to Dowsen and York, and have been taking heavy labor jobs previously held by humans, muadra and woffen, which can cause tensions on ships of the trading fleet. Heridoth still requires a human captain, although other races have made advances in the ranks over the past two decades. With backing from Burdothian, Jaspian and Tan-Iricidi backers, several Heridothian ships have ventered beyond the known map, east of Hobeh, and are rumored to have established a new port on the west coast of Temauntro, where mining operations are starting without the consent of the Temauntran council.

Jasp

Flag: Seven color patched banner
Cargo: Roll 5+3d6 on Cargo Table
Value: -2 to all value rolls
Ship Style: Salu chausis or modified loo-raum
Constitution: 25+3d6 for chaussi, 30+3d6 for loo-raum
Crew: 14+3d6, mixed races (muadra and salu are common; cygra and ramian will sail under Jaspian captain; only Jaspian citizens may own or captain ships; no woffen and very few bronth in Jaspian crews)
Defense: 3+1d3 rolls on Defense Table
Trading Style: Jasp traces its trading fleets back over three thouand years. It prides itself on the quality and variety of goods available. Most nations have quiet arrangements with Jasp to provide 'difficult' items and, in exchange, do not board or examine Jaspian ships passing through territorial waters.

Khodre

Flag: Deep green with two yellow stars
Cargo: Roll 4+2d3 on Cargo Table
Value: -1 to value rolls
Ship Style: Salu chausis, loo raum or wide freight barge
Constitution: 20+3d6 on all
Crew: 10+2d6 mixed races
Defense: 3+1d3 rolls on Defense Table
Trading Style: Khodre is trying to follow the trading success of Burdoth and Jasp, but lasks the sophistication to win in the larger markets. Khodren captains will often follow the ships of the two greater trading nations to make sales after their competitors have left port. Khodren captains can earn rewards for opening new sources and markets, so they often follow close to the coast to put in at smaller towns and villages to determine their possible future value.

Lundere

Flag: Brown and white with black trim
Cargo: Foods, meats and 1+2d3 rolls on the Cargo Table
Value: +1 to value rolls
Ship Style: Loo raum and Lunderi sloops (very fast)
Constitution: 18+2d6
Crew: 4+2d6 woffen, plus 2d3 human, muadra or bronth
Trading Style: Lunderi sloops are ships with enormous sails than can sail south around Hoben and swing north to hit Burdothian ports well before one of the slower loo-raum conversions can navigate through the treacherous Waters of Vosule following the more direct route to those same ports. A sloop far off the regular lanes would indicate a ship working a private – or political – contract.

Ros Crendor

Flag: Purple, white and gold
Cargo: Timber, ore and 2d3 rolls on the Cargo Table
Value: +2 to value rolls
Ship Style: Crendori freighters
Constitution: 25+3d3
Crew: 4d3 boccord, plus 2d6 other races
Defense: 1+1d3 rolls on Defense Table
Trading Style: Few Crendori freighters move without advance conracts for specific cargoes on established routes. There are six ships that regularly ply the waters between Sillipus, Ardoth and Obiss with building supplies and a fine quality marble from the quarries near Mervis. Ros Crendor is always looking for new livestock that can adapt to the harsh lands of the northern Doben-al desert.

Salu

Flag: Blue banner with white trim
Cargo: Roll 3+1d6 on Cargo Table
Value: Roll for each item separately
Ship Style: Open chausis
Constitution: 12+2d6

Crew: 4+3d6 salu (since they vanish into the water, you can't be sure)
Defense: 3+1d3 rolls on Defense Table
Trading Style: Salu are awkward as traders, preferring to hire themselves to transport goods for other races. Salu working alone, however, will use the open chausis design, which is much faster than the chausis made for other races. Jewelry on a salu ship may include 3d3 acubon coleels, with a -2 value roll. Salu respond at +6 to anyone who even attempts to use their language, unless it is a salibe (a landbound salu who has lost his aquatic skills), for whom they have contempt and react with a -3.

Sharden

Flag: Royal blue triangular banner of Siv Eston
Cargo: Foods, ore, fish, unprocessed plants and 1d3 rolls on Cargo Table
Value: +2 to value rolls
Ship Style: Sharden freighter (small)
Constitution: 15+3d6
Crew: 5+1d3 Tologra, 1d3 ramian (not the captain)
Defense: 2+1d3 rolls on Defenses Table
Trading Style: Tologra have barely left the comfort of their homeland and any encounter will be difficult because of language and cultural differences. It may fall upon the ramian in the crew to enter negotiations on the tolograns' behalf. If the communication difficulties can be overcome, the tologra will be eager to accept money or trade for other goods to return home. If communications are not established, the tolograns will take a defensive stance and will attack.

Sillipus

Flag: **Light blue with light gr**een Sillipus outline
Cargo: Timber, food, limilates and 1+2d3 rolls on the Cargo Table
Value: +2 to value rolls
Ship Style: Loo-raum, Gire frigates and captured or salvaged ships
Constitution: 16+2d6
Crew: 14+3d3 mixed races
Trading Style: Despite its reputation, there are non-Gire making a home on Sillipus and the rich forests provide abundant sources of timber and the other plantlife provides food and the raw materials for limilates. On a roll of 1-4 on 1d6, the captain and crew of an encountered Sillipian ship will be honest and easy to deal with. On a roll of 5 the dealings will be difficult and shady, but on a roll of 6 the captain will be a Gire at heart, no matter what his race may be..

Thivin -

Flag: Coarse grey with seven clear crystals in weave
Cargo: Roll 3+2d6 on Cargo Table
Value: All rolls are at -2
Ship Style: Salvaged ramian sloop
Constitution: 15+2d6
Crew: 10+2d6 thivin traders and craftsmen. 2d3 have sailing skills
Defense: 1+1d3 rolls on Defense Table
Trading Style: Thivin are popular traders because they always give the best to their clients and keep surprisingly little for themselves. If attacked they know how to use the weapons they make at 8+3d3, which includes spears, bows, crossbows and swords. "Never make a thivin angry" is a good rule to follow.

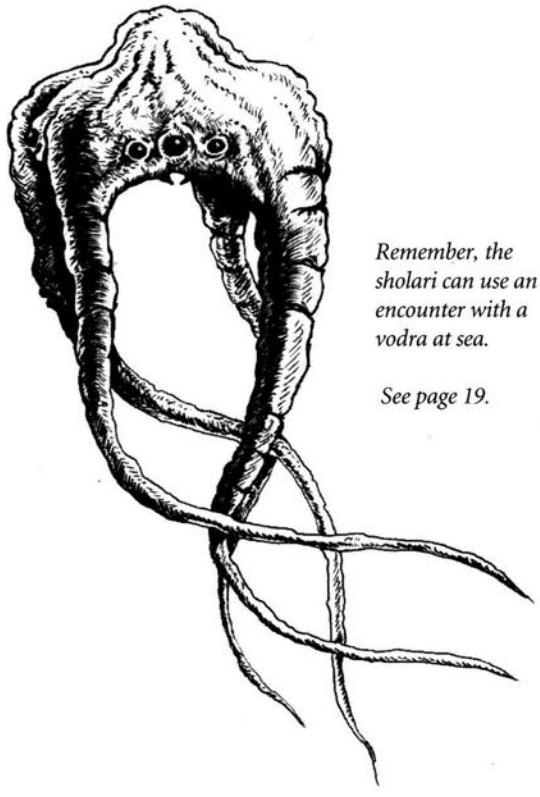
Trarch

Flag: Coarse woven green gold and brown
Cargo: Roll 2+2d3 on Cargo Table
Value: All rolls are at +2
Ship Style: Salvaged ships of indeterminate origin
Constitution: 10+2d6
Crew: 8+1d6 trarch traders; 2d3 have sailing skills
Defense: 2+1d3 rolls on Defense Table (+3 to all Defense rolls)
Trading Style: Trarch are sincere traders, but one must first purchase or 'win' a stone trading coin to do business. Trarch speak with their clubs over their head and expect buyers to show good manners and a large club. Trarch revere shanthic and Earth-tec

artifacts and will present beautifully carved wooden and stone replicas of common colonial appliances and modules. The quality of the workmanship will reveal if the trarch atist was working from description or working with a model.

Tan-Iricid

Flag: Not applicable (sail under flag of hired transport roll again for nation, reroll for ramian or cleash)
Cargo: Coditch, paper or military mission (sholari's choice) plus 2+2d3 on Cargo Table (as cover)
Value: -2 value rolls
Ship Style: Thriddle hire ships of other nations and fly under their banners.
Constitution: Per other nation's ship
Crew: 2+2d3 thriddle travlling as a company, plus national crew, plus 2d3 corastin to tote 'n' carry or to thump on anyone threatening the thriddle.
Defense: 3+1d3 rolls on Defense Table
Trading Style: Thriddle prefer knowledge and information to trinkets, but will eagerly carry trade goods in hopes of finding lamorri, shanthic or Earth-tec artifacts – or a good source of fresh gigggit. If the sholari decides thriddle are not transporting paper or codditch, roll on Military Mission Table to explain their purpose.



Remember, the sholari can use an encounter with a vodra at sea.

See page 19.

Thantier

Flag: Bright copper metallic cloth with stylized Earth in center
Cargo: 2+2d3 rolls on Cargo Table
Value: As indicated in cargo rolls
Ship Style: Thantierian freighter or corvette
Constitution: 19+3d3
Crew: 5+5d3 pure humans only
Defense: 3+1d3 rolls on Defense Table
Trading Style: Thantier considers trading with 'thones' to be distasteful, but will deign to accept money if they feel they have the better part of the deal. Thantierian ships will often be found on both sides of the Ponteer isthmus, "patrolling against Gire" they will say. In truth, with little support from home, many Thantierian captains have taken unofficial cargoes – or extorted money from other ships – to cover the costs of their tours of duty. It is a rare Thantierian who will make their deals for personal profit, but beware of the "copper ship" crews who have a 'great cause' to defend.

Voligire

Flag: Black, purple and grey
Cargo: Fish, spices and 2d3 on the Cargo Table
Value: +2 to value rolls
Ship Style: Ramian frigate
Constitution: 25+2d6
Crew: 5+4d6 ramian, 1d6 trarch (if a 6 is rolled, there is one tologra in the crew)
Defense: 3+1d3 rolls on Defense Table
Trading Style: Trading meetings with ramian are nearly silent. The traders will spread a trading skin (usually a mandare hide) on the deck or on the ground and set what they are willing to trade on the skin, then step back and watch silently. The trader is then expected to make an offer by placing goods to trade on the other end. If no offer is made, or if the ramian feel the offer is insulting, they will attack on a roll of 6 on 1d6; otherwise they will adjust their offer by adding or removing goods to indicate what they consider fair. If the ramian remove all their goods and stow them away on the their ship, they have been offended and will make a final offer to parley before attacking.

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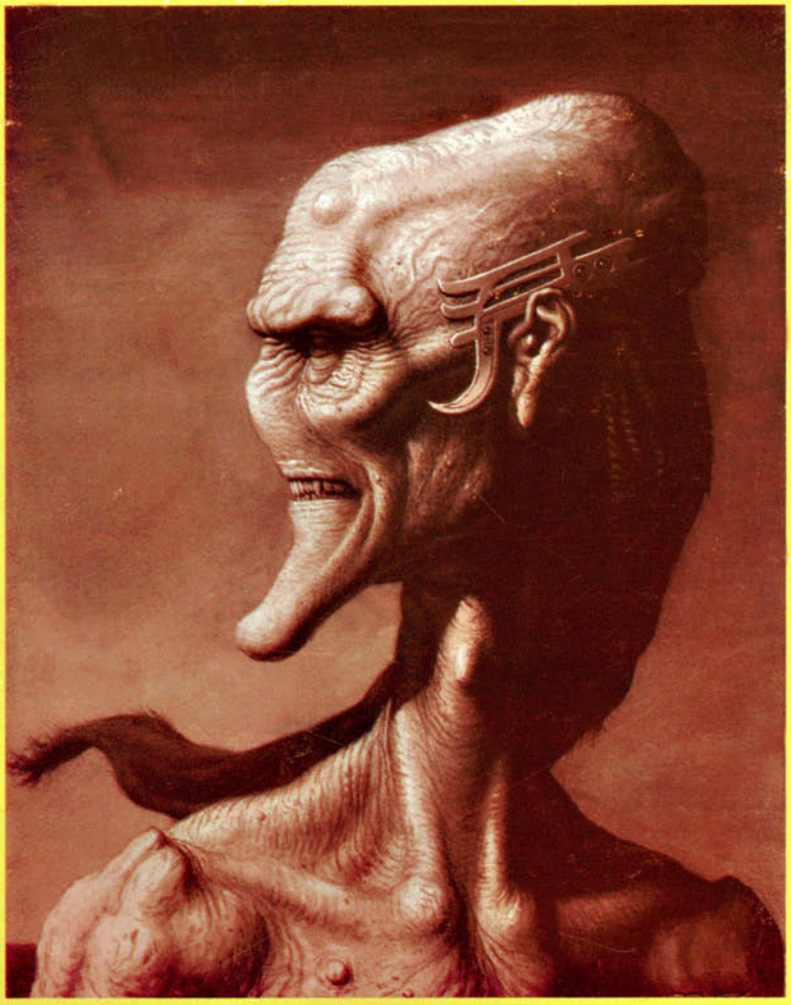
The Biggest Bullies on an Island of Bullies...



The ramian Gire were pirate heroes who ranged across the oceans of Jorune in search of riches and the plant shirm-eh, needed to cure their families in Voligire. Grim, silent and merciless, the Gire raided the rich southern trade routes by way of a sea warp connected to the frigid Waters of Vosule.

But the warp can be destroyed and the wild land of Sillipus now hosts the kind of people who are willing to do it!

The Gire of Sillipus sends your adventurers on a trek through the dark side of Jorune, into contact with the Blue Legion – powerful muadra with a thirst for power; The Dreg – a slave trader who commands the swords of seasoned condrij fighters; and Sardon D'Obreth – the figure in the background who holds all the key pieces.

This adventure resource includes:

- Campaign setting and detailed NPC's
- Maps of key cities, villages and sea routes used in the adventure
- Floor plans for the buildings and compounds on Sillipus
- New creatures of the Sillipian forests
- New revelations about the pirate realm and those who call it home
- Page after page of new material to help shape and plot your next Jorune campaign

Leave Your World Behind™

The Gire of Sillipus is a companion publication to be used with *Skyrealms of Jorune*, Third Edition (SRP 2000) and *The Sholari Pack* (SRP 2001). It may also be used with other fantasy role-playing systems.

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